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ANSWER, PAGE 39





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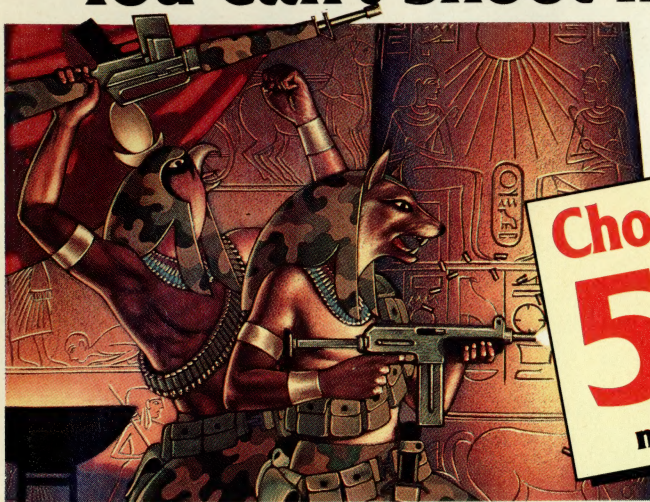
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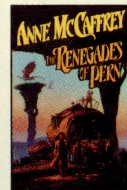
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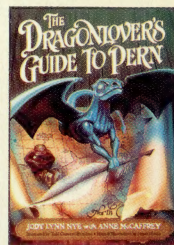
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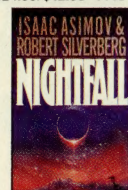
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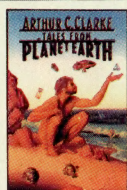
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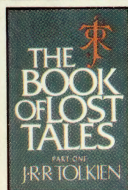
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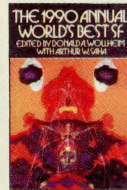
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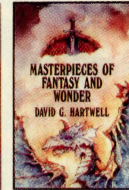
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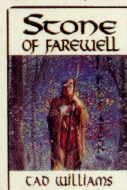
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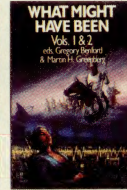
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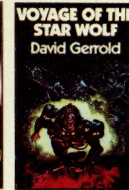
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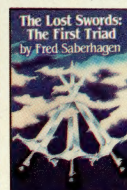
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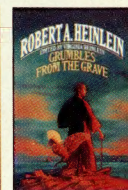
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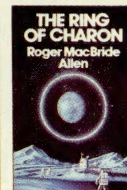
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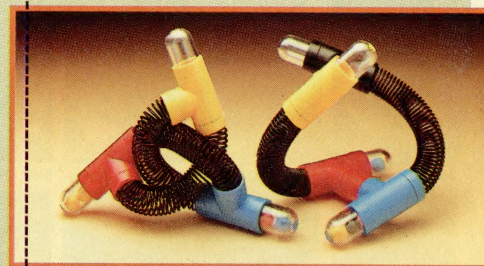
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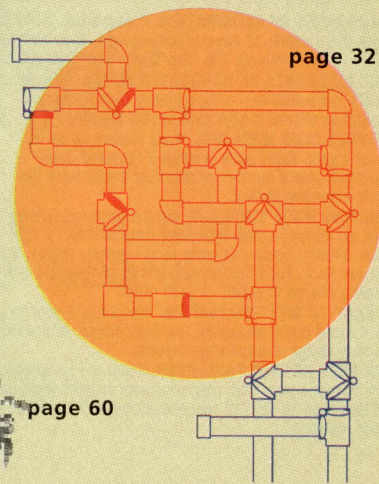
## DIFFICULTY RATING

★ Smooth Sailing ★★ Uphill Climb ★★★ Proceed at Your Own Risk ★☆ Mixed Bag

COVER PUZZLE WILL SHORTZ &amp; ROBERT LEIGHTON; PHOTO CARL WALTZER, PIXTURIZING TOM CUSHWA



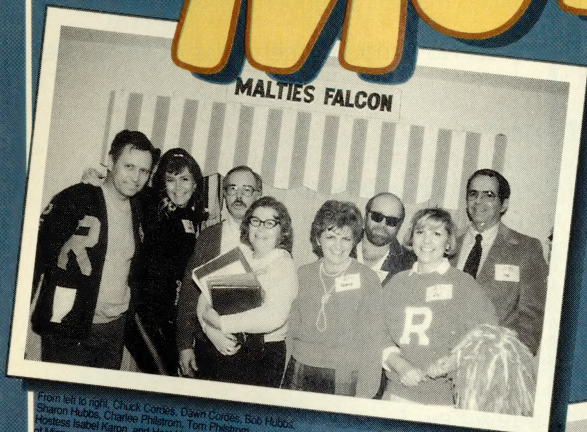
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# EDITOR'S MESSAGE

## A LOOK (AND WELCOME) BACK



By any measure, it was our most puzzling challenge ever. After 12½ years of tweaking the brains of millions of Americans with original puzzles, games, and playful features, GAMES magazine suddenly disappeared.

Subscriptions stopped mid-stream. Newsstands were out of copies. No announcement was made to the magazine's army of loyal readers.

A lot of people were left wondering, "What happened to GAMES?"

What happened was that the company that published GAMES declared bankruptcy last spring. It had invested in two other publications that lost a great deal of money, and the losses forced the entire company to cease operations. Ironically, GAMES itself was financially sound.

Last fall the magazine was bought out of bankruptcy by a company you may know, and may even have done business with—Bits & Pieces. It publishes a catalog of quality jigsaw puzzles, mechanical puzzles, and puzzle books, and has done so with great success since 1984.

The new GAMES will carry on the traditions of the old, with a few new twists. One is a regular page of pop-out puzzles, printed with perforated pieces on heavy paper, ready to be punched out and solved. This issue you can punch out three classic mind twisters by Sam Loyd (page 17), America's all-time greatest puzzlemaker, whose 150th birthday is being celebrated this year. Contributing editor Martin Gardner, himself a modern legend in puzzles, provides an introduction (page 16).

Also in this issue we begin an expanded Pencilwise section (pages 19+), with more crosswords, picture tests, and other favorite GAMES pencil puzzles. These will be expertly edited, as before, by senior editor Mike Shenk. Note that Answers now appear at the end of Pencilwise (pages 38-41), so that all of the glossy pages can be used to their fullest advantage.

This issue's cover is an example of art director Rick Stark's innovative use of technology. The photograph, showing former "Magician of the Year" Tony Spina (president of the world-famous Tannen's Magic Shop in New York City), was fed into a high-resolution scanner, then manipulated and rebuilt on a desktop computer. After you solve the puzzle, you might enjoy trying to figure out which parts of the picture aren't real.

Before concluding, let me add a personal note. When GAMES suspended publication last year, all of the editors, designers, and other staff lost their jobs. Some of us had worked at GAMES for a long time—in my case, 11½ years. We keenly felt the magazine's loss, not only as employees, but also as fans. No other magazine was like it.

In time, everyone went on to other jobs and projects. Then the magazine was bought and guess what? The entire editorial and art staff of the new GAMES—myself included—quit their new work to come back to their old jobs.

It's a remarkable magazine that has such allure.

We're delighted with your response to the resumption of GAMES, pleased with our new ownership, and looking forward to finding new ways to tweak your brain.

Welcome back, everyone!

Will Shortz

Will Shortz  
Editor



# GAMES

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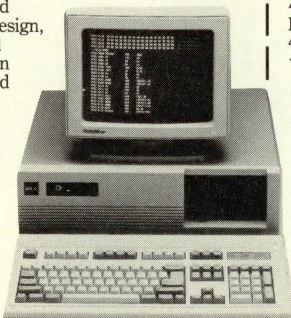
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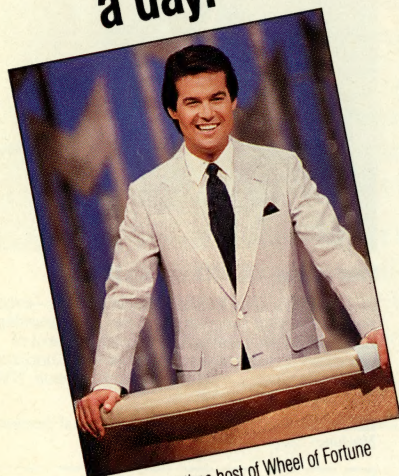
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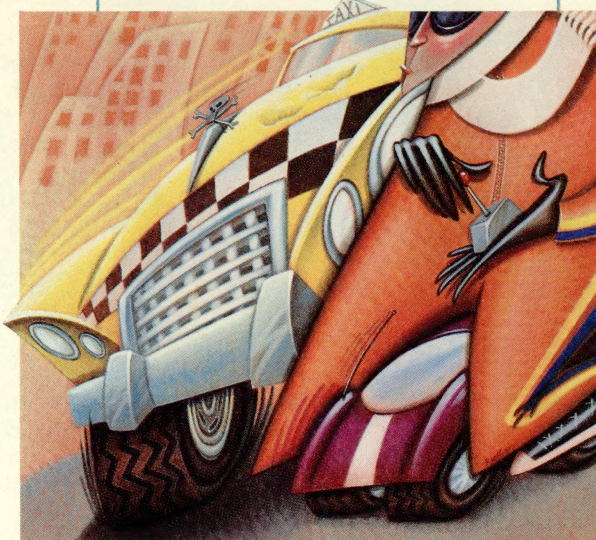


## KIND OF A DRAG

Two high-speed racers are trying to negotiate the tricky 360° turn at the east end of the Manhattan Raceway's main drag. Suddenly one of the drivers loses control and the cars collide with a sickening crunch. As the cars hurtle off the track the drivers scream for the race marshals to get their vehicles back in motion. Seconds later both cars are desperately trying to play catch-up—and the drivers, having suffered nary a scratch, are bent over their steering devices with all the intensity of Mario Andretti.

Welcome to the exciting world of high-speed slot car racing. Fierce competition like this takes place several nights a week at New York's Manhattan Raceway and hundreds of other new establishments like it across the United States. After enjoying a brief vogue in the '60s, slot car racing seemed to vanish from the face of the earth, save for a few small pockets of enthusiasm. But the hobby is now finding renewed popularity with baby boomers and their kids, and joints like the Manhattan Raceway are popping up all over the place. Manhattan Raceway manager Andy Wasserman compares the new fad to "the yuppie billiards boom" of the early '80s.

A slot car is about the size of a paperback book, remote-controlled by a joystick with accelerator and brake buttons. The American King, the pro track at Manhattan Raceway, has eight slots and three hairpin turns in addition to the circle. Try to zip around the curves too fast and you're toast, but too-timid racers are sure to be left eating dust. (As one regular sneered, "Brakes are for wimps.") Since the experts race at such high speeds—a typical lap on the enormous American King takes under four seconds for these guys—the winner is the one to complete



the most laps in three minutes.

In between heats the racers pluck their vehicles from the track and desperately scurry to lubricate gears, tune up motors, or replace wobbly tires. These men (and they are all men, ranging in age from early teens to late forties) are clearly devoted to this sport; each of them arrives at the Raceway with a TV-set-sized case full of spare parts, oil, glue, and miniature tools. Steve Brown, a 38-year-old writer, says that slot car racing has "much the same appeal as model railroads. The racing is

exciting, but half of the fun is just in building the best, fastest car that you can." Brown says that he spends between \$200 and \$300 a year on the sport.

Meanwhile, one of the racers, a somewhat tense newcomer, has had his dreams of victory dashed by a busted axle. One of the favorites has survived the scare of seeing his car start belching smoke midway through the second heat. And after the collision in the 360, the referee snarls, "Come on guys, this isn't demolition derby." The racers calm down a bit after that—until a lanky youth named Jason nonchalantly shatters the house record for laps in a heat. After all, speed still thrills. ■

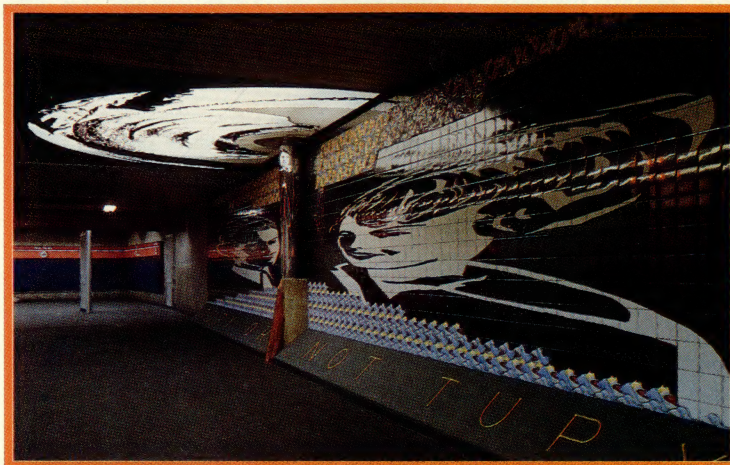
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When do people play portable video games?

- While traveling long distances: 98%
- During breaks in televised sporting events: 75%
- During parties: 42%
- While using the bathroom: 41% ■

## THE ESCHER OF SÃO PAULO

Antonio Peticov's mural *Momento Anthropofagico* (below), installed in one of São Paulo's busiest subway stations, was commissioned for the centenary of Brazilian poet and philosopher Oswald de Andrade. Peticov translated a drawing from one of Oswald's books and an important painting by his wife into ceramic tiles, which form M.C. Escher-like mosaics along the top and bottom of the wall. A recurring illustration from Oswald's journal has been transformed into anamorphic projections—portraits that can be properly viewed only from an oblique angle. Oswald's portrait itself is on the ceiling—but his face can only be seen as a reflection on the mirrored cylinder that bisects that entire wall. Peticov shares a common goal with Oswald: bringing art to the public in a way that gets them involved. ■





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# NOTS & CROSSES

## Tic-Tac-Toe with Nothing in a Row

The idea for this contest is almost as simple as tic-tac-toe (or noughts and crosses) itself.

Put nine words in the squares of a tic-tac-toe grid so that no letter is repeated in any tic-tac-toe line (horizontal row, vertical column, or corner-to-corner diagonal). All nine words must be different. The object is to use the highest total number of letters in the grid.

The example (left) contains words with a total of 51 letters. Can you do better?

**Acceptable words** To be valid, your words must be recognized by *Webster's Third New International Dictionary (Unabridged)*, where they must either be listed in boldface or be inflected forms of boldface entries. Comparative and superlative forms of adjectives are acceptable only if specified after a boldface entry; but noun plurals and verb forms are acceptable if clearly implied by the inflectional patterns of related words. Words may contain accent marks. A word is unacceptable if it (1) is composed of two or more component parts separated by a space, or appears only as such a component part; (2) contains an apostrophe, hyphen, or period; (3) is designated only as capitalized or usually capitalized; (4) is listed only as an abbreviation or symbol; or (5) appears only in the Addenda.

**Winning** The entry with the highest total number of letters will win the Grand Prize. The 10 next-highest scores will win the runner-up prizes. In case of ties, the entry with the longest word in the middle square will win. If there is still a tie, the entry with the highest total number of letters used in the four corner squares will win. Any further ties will be broken by random draw.

**Entering** Mail your entry (using our form or your own), your total score, and your name and address to: **Nots and Crosses, GAMES Magazine, 19 West 21st Street, New York, NY 10010.** IMPORTANT: If you send your entry in an envelope, you must write your score on the back of the envelope and circle it. You may enter as many times as you like, but each entry must be mailed separately. **Entries must be received by July 10, 1991.** ■

—Will Shortz

\*The winner's choice of \$1,000 worth of puzzles, puzzle books, and games from the Fall 1991 Bits & Pieces catalogue

SCHMALTZ	UPWIND	VERY
WIDER	FOG	HUMPBACKS
PUCK	BLATHERS	JINX

EXAMPLE (51 points)

Total number  
of letters: \_\_\_\_\_

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_  
State \_\_\_\_\_ Zip \_\_\_\_\_




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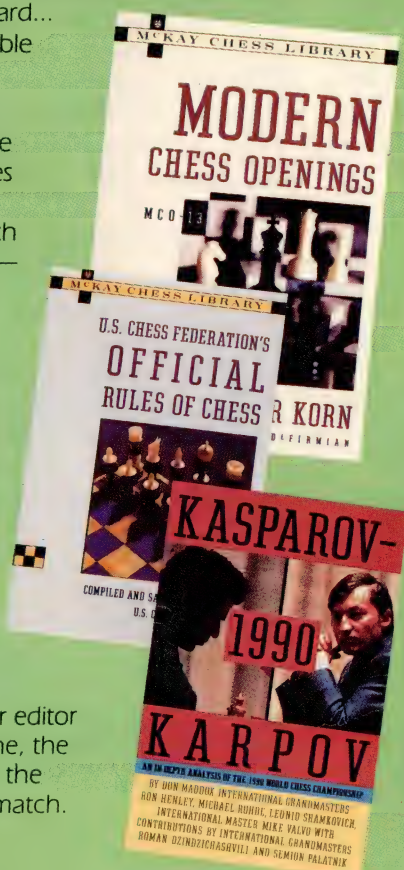
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# THE GREAT ANNUAL MIT MYSTERY HUNT

IT WAS TWO IN THE MORNING AS I STOOD WITH MY TEAM ON A ROOF HIGH ABOVE THE MIT CAMPUS. THE LIGHTS OF THE BOSTON SKYLINE REFLECTED OFF THE FACE OF THE CHARLES RIVER BELOW, SPARKLING LIKE BROKEN GLASS ON BLACKTOP IN THE BITTER JANUARY NIGHT. BUT I NOTICED NEITHER THE RIVER NOR THE COLD. I WAS STARING AT MY FEET. THE SIX INCHES OF POWDER SNOW THAT COVERED THE ROOF FORMED AN UNBROKEN FIELD OF WHITE BEFORE ME, AND NO FOOTPRINTS DISTURBED ITS PRISTINE BEAUTY. FOR THE FIRST TIME IN THIS HUNT I KNEW THAT WE WERE IN THE LEAD. GAZING OUT OVER THE SLEEPING CITY, I FELT SURE THAT THE COIN WOULD SOON BE

**T**OURS. The Massachusetts Institute of Technology seems to have been designed for treasure hunts. Its main buildings, constructed in the early part of this century, are interconnected in a bewildering maze of passages, skywalks, and tunnels. Halls suddenly slope, or change direction, or stop, hinting at some architectural compromise now long-forgotten. Harshly-lit basements lurk beneath, with dingy subbasements below them. Even the doors are peculiar. Some are half-size. Some lead nowhere. Some bear inscriptions such as "Department of Alchemy" or "Shelob's Lair."

Each January, during the students' "Independent Activities Period," an unusual coin is hidden somewhere on campus. Students form teams and spend countless hours solving a host

of baffling puzzles in order to track the coin down. To succeed, they may have to determine the duty cycle of an electronic circuit, clamber through a humid steam tunnel, bone up on their crystallography, and break into an elevator control room. Their only prize: to run the hunt the following year.

Credit all this to one Brad Schaefer.

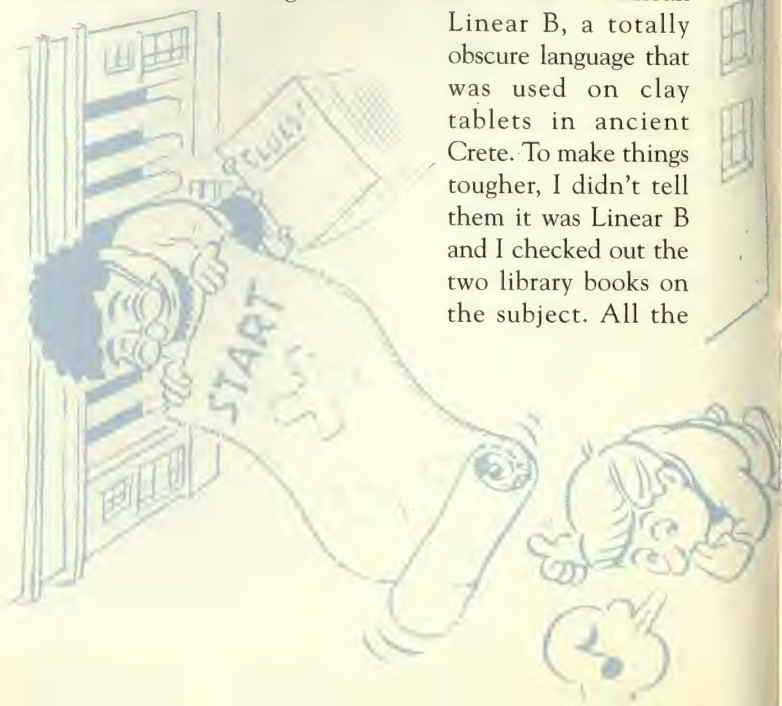
Brad was a graduate student at the Institute back in 1979. An avid puzzle person, he would become well-known for organizing a role-playing game called Spymaster and for recreating famous chess games in the lobby of MIT's main building using a life-size board and human pieces. His most long-lived contribution, however, has been the invention of the Mystery Hunt.

The idea of a university-wide puzzle activity came to Brad while he was driving cross-country with his girlfriend (and occasional White Queen in the living chess games) Martha. The first Mystery Hunt took place a few months later, in January of 1980. Brad stood in the main lobby of MIT and handed out a set of difficult puzzles whose solution disclosed the location of a hidden Indian head penny. It was the beginning of a new MIT tradition.


Brad's hunt was not for lightweights. For starters, teams had to translate a Chinese ideogram, evaluate a complex integral, determine the result of a convoluted FORTRAN program, and break a polyalphabetic cipher. Nevertheless, several groups breezed through the hunt, and the coin was found the same day. Brad was to find that the hunts were always solved more quickly than he expected.

"My biggest problem was making the things hard enough. Once I wrote a clue in Minoan

Linear B, a totally obscure language that was used on clay tablets in ancient Crete. To make things tougher, I didn't tell them it was Linear B and I checked out the two library books on the subject. All the







teams solved it anyway! One team had a person who was actually studying Linear B. Another just happened to have a book on the subject. It was incredible."

Jean-Joseph Coté remembers Brad's killer puzzles with affection. Jean was an undergraduate at the time and leader of a team called the Holman Reactionary Army.


"We were trying to translate this passage in Bengali, and one of our guys was sitting in the library with a Bengali-English dictionary. Unfortunately, he didn't know the order of the Bengali alphabet, and the letters got joined in weird ways. He actually got a few words but then we realized there was going to be a meeting of the Indian students' organization. Three of us got there early and we stood at the door asking each new person, 'Excuse me, do you speak Bengali?' We finally found someone who did!"

A slipup by Brad led Jean into one of the more infamous episodes in Mystery Hunt-dom. "He'd asked us for the star catalog number of the nearest globular cluster to Cor Caroli and the answer was M3. We were supposed to figure out to drop the M and use the 3 to make the library room number 132. But Brad didn't realize there's a mezzanine in that building, so there really is a room 1M32! We raced there and knocked on the door, and there's this shuffling inside and someone's holding the doorknob. We went around the back and through a window we could see another team ransacking the office! We found the librarian whose office it was, and she kicked them out. Then she let us search, but it was the wrong place after all."

Brad ran Mystery Hunts for four years until he got his PhD in 1983. The Holman Reactionary Army found the penny that year (it was taped to be bottom of a drawer full of fossilized worms) and thereby "won" the opportunity to put on the next hunt.

People who were expecting a letdown in

## *The Thrill of Victory...*



intensity once Jean took over for Brad got a rude shock when they received the "Ofishal Mystery Hunt Clue Sheet" in January of 1984. Its cheery subheading was "Good luck, folks," and teams would need every bit of encouragement they could get during the 57 hours and 25 minutes of what was to be the longest hunt on record.

What made this hunt so hard? Puzzles like the 192-letter cryptogram, for one thing. As Jean notes, "A cipher of that length should be a snap to break. And this one wouldn't have been bad at all if I'd thought to mention that the hidden message was in Spanish. But I didn't. I also neglected to note that the pairs "ll," "rr," and "ch" stood for single letters, as they do in the Spanish alphabet." Chalk up some frustrated victims for this ruse, particularly the people on the Spanish House team, who were among the last to figure out the trick.

Other problems required research into bartending, rock music, topology, and Massachusetts town history. Despite all this, a team did eventually find the coin on the third day. They were informed that they had to run the next hunt, and MIT's newest tradition was solidly on its way.

I entered my first Mystery Hunt in 1983, and the first puzzle that caught my eye was this: "One of the activities listed in this month's guide is a fake. Receive a vital clue at its ersatz meeting." That sounded pretty easy, so I began paging through the guide. I had forgotten I was at MIT. With real listings such as "How to Change the Color of Lightning" and "The Universe, With Three Examples," I was completely

*By Eric Albert*



## ...the Agony of No Sleep

unable to deduce that the perfectly reasonable-sounding "Parrots Around the World" was a Brad Schaefer invention. It turned out I was not alone in failing to see through this subterfuge; several bird-lovers showed up only to receive the baffling advice "Switch the answers to subclues two and seven."

From that hunt on, most Januarys found me dragging a group of friends to MIT's main lobby once again to compete for the coin. We were often in the running, but some other team always turned out to be a puzzle ahead of us.

Still, we kept coming back. Perhaps it was because the mind-breaking difficulty of each puzzle led to such an enormous rush when we solved it. Or maybe it was the camaraderie that developed as the team worked together for countless hours at a time. I know that one of the most magical parts for me was the surreal feeling that came at four in the morning as I was drifting through some eerie subbasement, half out-of-it from sleep, kept focused only by a combination of adrenaline and carbonated sugar-water.

Given our prior lack of success, it was a wonderfully satisfying moment when in 1987 we finally reached the snow-covered roof and realized we were in the lead. There was no time for relaxing, though. We had been given a set of nine line drawings, each portraying a campus view, and one of the drawings had clearly been done from some place on that roof. It took a few moments to find the exact location and then we were off again, racing to find the nearest wall phone because we had been told to copy down its

extension for some purpose that we would only later figure out.

We had already gained some notoriety in the hunt because we'd deciphered a message written in "extended Braille" by calling up a local school for the blind, finding an expert, and reading the dot patterns to her over the phone. This willingness to abuse our AT&T calling cards was to become a group trademark over the years, and we've since chatted with directory assistance in San Antonio, the editor of *Sky and Telescope*, the director of corporate ventures at the California biotech firm Genentech, and the head of the International Astronomical Union at the Smithsonian.

Now it was two in the morning, though, and there was no one we dared call. We fell back on the basic resources, heads and feet. I commandeered an empty office and struggled with the remaining puzzles while the rest of the team tracked down the views that were left. It was noon of the next day before we fit everything together and retrieved the coin from a wallet that had been checked at the desk of the athletic center. We then raced off to meet the hunt's originators in the main lobby for our official congratulations. That enjoyable task settled, we headed home to sleep off a day and night of puzzling and to dream of what to put in next year's Mystery Hunt.

For various reasons, I ended up running the hunt alone the following January. After weeks of preparation, I stood in the main lobby, puzzle hunt handouts in hand, fighting my fear that no one would show up. When the time came and I called out "MIT Mystery Hunt!" some 60 people descended on me. Lack of interest was not going to be a problem.

The teams handed back their sign-up sheets and took off. I scanned the names they'd entered: Coffee Achievers, Bunky's Bandits, Clueless Freshmen, Thunder Chickens, Bexley Hash Cats, and others. They sounded like my kind of teams.

I went home to "Puzzle Central." As I waited for the calls to start coming in, I pondered how people would attack my hunt. How would they figure out that the ZIP code I'd given them, 20252, belonged to Smokey the Bear? It wasn't in the official ZIP code directory. Would they be tripped up by the fact that the basketball game described in the book *Forty-Eight Minutes* was actually 53 minutes long? How long would it take them to identify 12 places on





campus from a set of blueprint fragments that I had chopped up and doctored with white-out?

That last question was answered far sooner than I had expected. Two hours into the hunt, Team Spamit called. "We've got all the campus locations." I couldn't believe it. Some of the places were really obscure and I'd estimated that 12 hours was the minimum it would take to find everything.

"Oh, it wasn't that hard. We sent someone to the MIT architecture department and had him look up the original of the blueprint you gave us!"

I congratulated them on their fine display of puzzling ingenuity but was relieved when no other team came up with the same clever workaround. Throughout the rest of the day teams reported in regularly, most making progress but none close to success. At one in the morning I left some clarifications and hints on my answering machine and went to bed.

The next day tension began to build. All of the teams had made it to the end of the subway line to find the poem carved in the station floor. One team had rented the X-rated movie to find out what biblical phrase was quoted out of context in it; several others had correctly guessed the line ("Thy rod and thy staff they comfort me."). The U.S. Forestry Department was reportedly bemused at the sudden rash of ZIP code quesitons. By dark, three teams had enough information to find the coin. Who would realize this first?

It was the Black Seven. Jonathan Zissu called at 11:00. "We believe the coin is in locker 4059 in room 7-434. Care to come?"

I was out the door in a flash, but wasn't worried that they would find the coin before I got there. They didn't yet know about the final challenge.

Using brute force to substitute for brains is a fairly common Mystery Hunt technique. More than one team has lost a night searching every corridor in an entire building because they couldn't solve a puzzle. I once spent several hours trying to find "the room whose phone number is the same as its office number" by standing in front of door after door while a teammate dialed the door number and I lis-

tened for a ring. I might still be doing it today if a custodian had not put a stop to my extremely suspicious behavior. He didn't buy my explanation that it was a fraternity initiation rite.

Still, my hunt was the first actually to require a brute force solution. The final puzzle was simplicity itself: I had purchased a case-hardened steel lock, put it on the coin locker, and ripped up the combination. I was eager to see how the Black Seven would cope with a lock that was unpickable and unhacksawable.

Once again, I had forgotten I was at MIT. Minutes after I arrived I had the rare pleasure of watching two of their team members melt my lock off the locker with a nitroacetylene torch. This was the high point of my Mystery Hunt career, and it produced a blackened souvenir, which I still treasure.

A decade has passed since Brad Shaefer first stood in the main lobby of MIT with a handful of clues. Today he is an astrophysicist for NASA, working at the Goddard Space Flight Center. Martha, former White Queen, is now his wife, and each year the couple hosts a picnic at their house, where games and puzzles abound. At one such gathering, Brad tormented the CIA and NSA members of his local chess club by giving them a cryptogram whose hidden message was in Pig Latin. It was just like old times.

Brad, exuberant and outgoing, is proud that his brainchild still lives on. "I've kept up a bit and grabbed copies of puzzle handouts when I've been in town during January. I'm always happy, if a little surprised, to see the hunts still listed every year in the course guide."

In fact, the tradition is stronger than ever. Stephen Rinehart, the gung-ho freshman who worked for 28 hours straight to lead his team to victory in last year's hunt, is now, even as I write, hard at work on the next one. The hunt is clearly in good hands. I know I'll be back. ■

*Eric Albert is a professional crossword puzzle constructor. His Mystery Hunt team is the Spanish Inquisition, and they can always use an extra person.*













# SAM LOYD

**J**anuary 30 of this year marked the 150th anniversary of the birth in Philadelphia of Sam Loyd, America's greatest inventor of puzzles. His output was so staggering in quantity, quality, and variety that for half a century he reigned as the nation's undisputed Puzzle King. No one in world history, with the possible exception of England's Henry Ernest Dudeney, has entertained more people with challenging puzzles or has had more influence on the work of later puzzlemakers.

Young Samuel began his career at age 14 when he contributed a chess problem to a New York City newspaper. In a few years he became the nation's most prolific creator of ingenious chess puzzles. At 16 he was the problems editor of *Chess Monthly*. Later he edited chess columns for other magazines and newspapers. He also entered problem composing tournaments, winning prize after prize for his elegant, witty, path-breaking creations.

As he turned 30, Loyd shift-

**BY MARTIN GARDNER**

ed his talents from chess to puzzles and advertising premiums. His first success was the "Pony Puzzle" (see right). Returning from Europe to the United States aboard a ship in 1868, Loyd was challenged by former governor Andrew Curtin of Pennsylvania to create an original puzzle that none of the fellow passengers could solve; the "Pony Puzzle" was the result. Five pieces of black cardboard fit together to make a misshaped pony. The object was to put them together in a different way to make a correct figure of a horse. The surprise solution was to place the pieces on a white surface so they outlined a trotting white horse. Loyd, by the way, won the bet.

In 1896 Loyd began a puzzle column in the *Brooklyn Daily Eagle*, one of more than 30 publications in which his work appeared in later life. William Randolph Hearst hired him away two years later to make puzzles for the *New York Journal* and *American*. Loyd's unique problems, printed with amusing story lines and eye-catching illustrations, ran there for almost ten years.

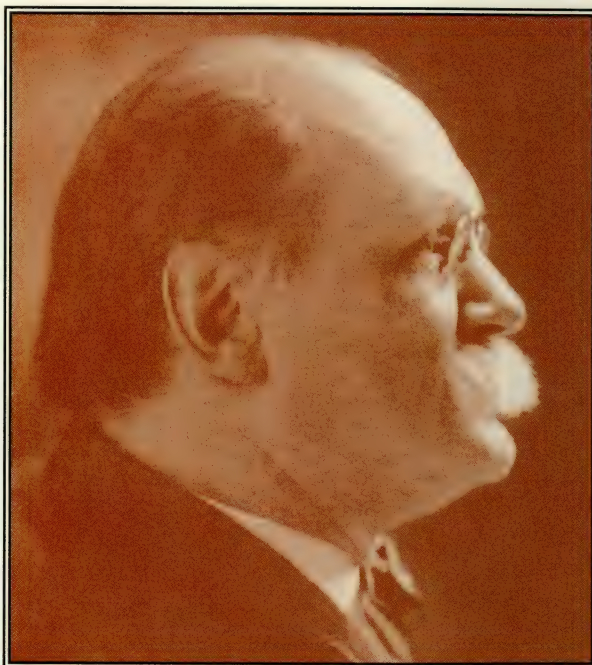
In 1907 Loyd started his own quarterly periodical, *Our Puzzle Magazine*, composed of puzzles from his newspaper and magazine columns. Three years after Loyd's death in

1911, his son, Samuel Loyd Jr., used the plates of his father's magazine to publish *Sam Loyd's Cyclopedia of Puzzles*, the greatest compendium of puzzles ever assembled between covers. I can still recall my excitement as a small boy when I first turned the pages of this monumental volume.

Two of Loyd's most famous puzzles were his "Trick Donkeys" (see facing page), created in 1871, and "Get Off the Earth," created and patented in 1896. P.T. Barnum was one

of several people who distributed millions of the donkey puzzle, as drawn by Loyd himself. Since then endless variations of this classic have been made. Loyd recalled in an interview how Barnum used to visit him periodically and ask him to explain once again how to solve the puzzle.

Loyd's "Get Off the Earth" premium involved a disk that rotated, causing one of 13 Chi-



**THE  
PUZZLE  
KING**

nese warriors to mysteriously disappear. The puzzle was timely in exploiting the so-called "Yellow Peril"—a fancied threat to the United States by waves of Chinese immigrants. Which warrior vanished? Where did he go? For decades Americans struggled to solve this mystery. (A die-cut reproduction and an explanation of the paradox appeared in the November/December 1980 *GAMES*.)

I long believed that Loyd's massive *Cyclopedia* caught all or almost all of his work, but that is far from the case. Researchers have now unearthed hundreds of remarkable Loyd puzzles, buried in newspapers and periodicals, that never found their way into the *Cyclopedia*. It is hoped that sometime soon these forgotten gems will be collected into a new volume.

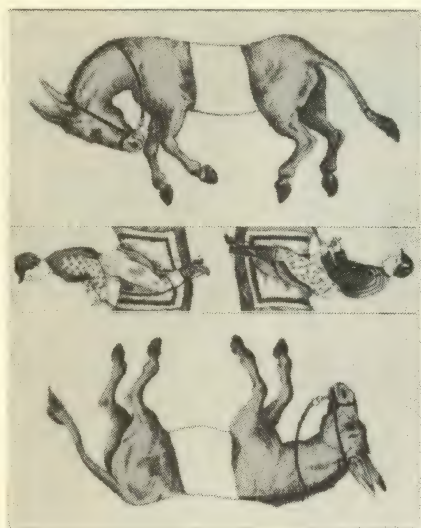
Contributing Editor Martin Gardner is the former "Mathematical Gamesman" for *Scientific American*. He edited two collections of Loyd puzzles from the *Cyclopedia* for Dover Publications.



# SAM LOYD SAMPLER ☆☆

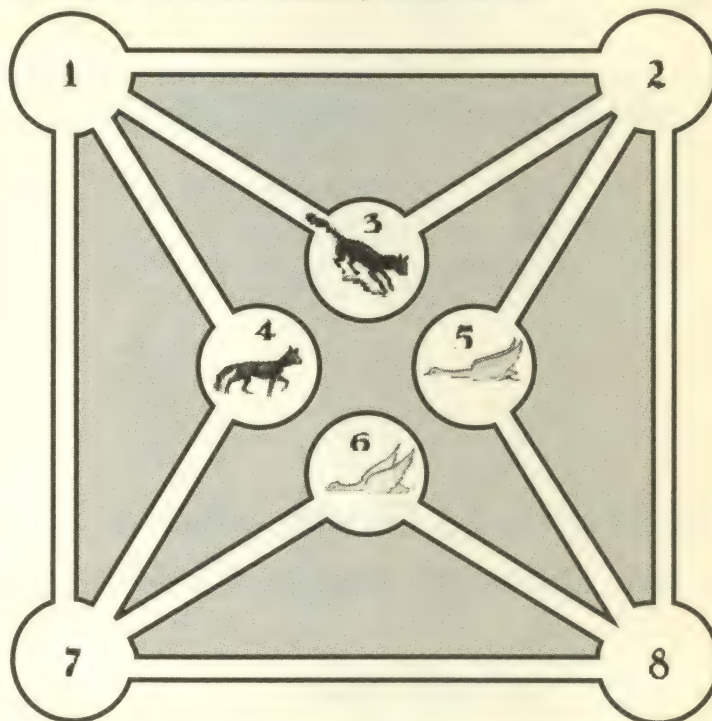
## 1. TRICK DONKEYS

Punch out the card below (along the perforated lines) into three pieces. Then arrange the pieces so that a jockey sits astride each donkey's back. You do not need to cut or bend the pieces to solve the puzzle.



## 2. FOX AND GEESSE PUZZLE

To start, punch out the fox and geese counters and place them in their positions in the diagram below. Then moving alternately, first a fox, then a goose, then a fox, etc., slide the pieces along the lines from one circle to another to reverse the positions of the foxes and geese. That is, when you're done, the foxes must occupy spaces 5 and 6 and the geese spaces 3 and 4. How many moves are necessary to make the switch?



## 3. THE MIXED-UP CIRCUS

A circus bill-poster has just put up an eight-sheet sign in such a clumsy way that the animals on it are all mixed up. The puzzle is to punch out the eight squares and rearrange them (in the same 4 x 2 rectangle) so as to show the complete figure of some one animal. What animal is it?



ANSWERS, PAGE 41



Look for more pop-out puzzle challenges  
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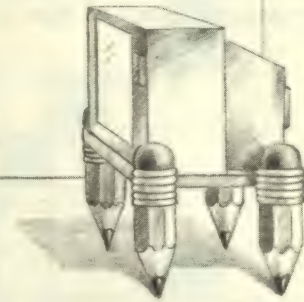
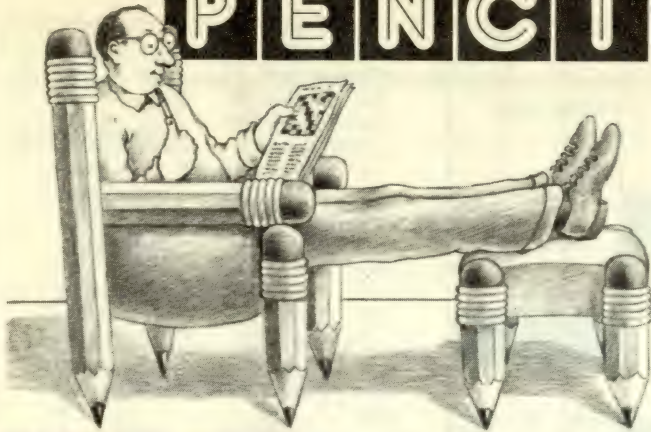
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# PENCILWISE



## NEW BEGINNINGS ★★

BY WILL SHORTZ

To begin, change the first letters of the clue words in each pair below to the same new letter to get two new words. For example, given the clue words DEADLINE and PUDDLE, you would change the initials to H's to get HEADLINE and HUDDLE. Each pair has a unique, common answer. As you solve, insert the new

initials in the appropriately numbered squares in the first grid. When you're done (here's the tricky part), rearrange the order of the seven columns of letters, a–g, and write them in the second grid—without rearranging the letters within columns—to spell a fitting phrase reading across the three lines.

ANSWER, PAGE 38

a	b	c	d	e	f	g
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21




### Clue Words

- |             |          |              |          |
|-------------|----------|--------------|----------|
| 1. SIGNIFY  | RELEGATE | 11. SPEND    | CRANIUM  |
| 2. WADDLE   | REDUCE   | 12. GRATE    | NUTHOUSE |
| 3. SCORN    | ODDER    | 13. TILLAGE  | BANISH   |
| 4. VARNISH  | PICKLE   | 14. PUNCH    | SOCKET   |
| 5. FUNCTION | DANGLE   | 15. DRIZZLY  | WANDER   |
| 6. EMPRESS  | STEM     | 16. WIRINESS | SUCTION  |
| 7. ZITHER   | WARRING  | 17. RATIONAL | PURSE    |
| 8. DIPSTICK | MOBSTER  | 18. SEVERE   | BOOSTER  |
| 9. SERIAL   | PROSE    | 19. LAMB     | CRONY    |
| 10. WIPER   | GALLEY   | 20. MIGHTY   | SLOPE    |
|             |          | 21. FLIGHT   | BERATE   |



In the Old West, if you tried a quick draw in a game of showdown poker, you'd better be ready to try . . . well, a quick draw in another showdown. If you weren't quite quick enough, you wind up buried in Boot Hill. We've buried the names of 40 words and phrases from the Old West in the boot below.

Answers may read horizontally, vertically, or diagonally, but always in a straight line. It's time to reach for that pencil and draw! You don't have to draw fast, but whatever you do, don't draw a blank.

ANSWER, PAGE 38

```

      M H O V           S S
    S H O W D O W N B S I E
    G U L C H S A U L E Y T
    E G D A B I C A N R O
    G R U B D K S O E P B
    E U P N S S T K A X W
  S S R I K O S O C E E O
  R S R I T B P E O S Y C
  U O N E M A T D R A N
  P P O O L M R O R N O
  S W T M G B H R A T P
      I E I S A M X L A W
      N X P F R W A A F S
      C A S S R H D G E
  S      H S S H O O C E T
  A N H C E R T E O E N N R A
  X      O S A E R M O R T A E O
      O T N L I B R T D I R V B
      E G L F R O E E L E E O R
      R E U F A I O L R O R R C E
      R B N W C A T T L E D R I V E
      R I L      D R S S D E P U T I E S
      E P R U R E T F I R D
      M A R S H A L L
  
```

BADGE	DEPUTIES	MARSHALL	SANTA FE TRAIL
BARROOM BRAWL	DRIFTER	O.K. CORRAL	SHERIFF
BOOTS	FRONTIER	POKER	SHOTGUN
BORDER	GRUB	PONY EXPRESS	SHOWDOWN
BUCKSKIN	GITAR	POSSE	SIX-SHOOTER
BULLETS	GULCH	PRAIRIE	SPURS
CATTLE DRIVE	HOLDUP	RANCH	TEXAS RANGER
CHAPS	HORSE	RIVERBOAT GAMBLER	TOMBSTONE
COVERED WAGON	INDIANS	RODEO	WHISKEY
COWBOY	LASSO	RUSTLER	WINCHESTER

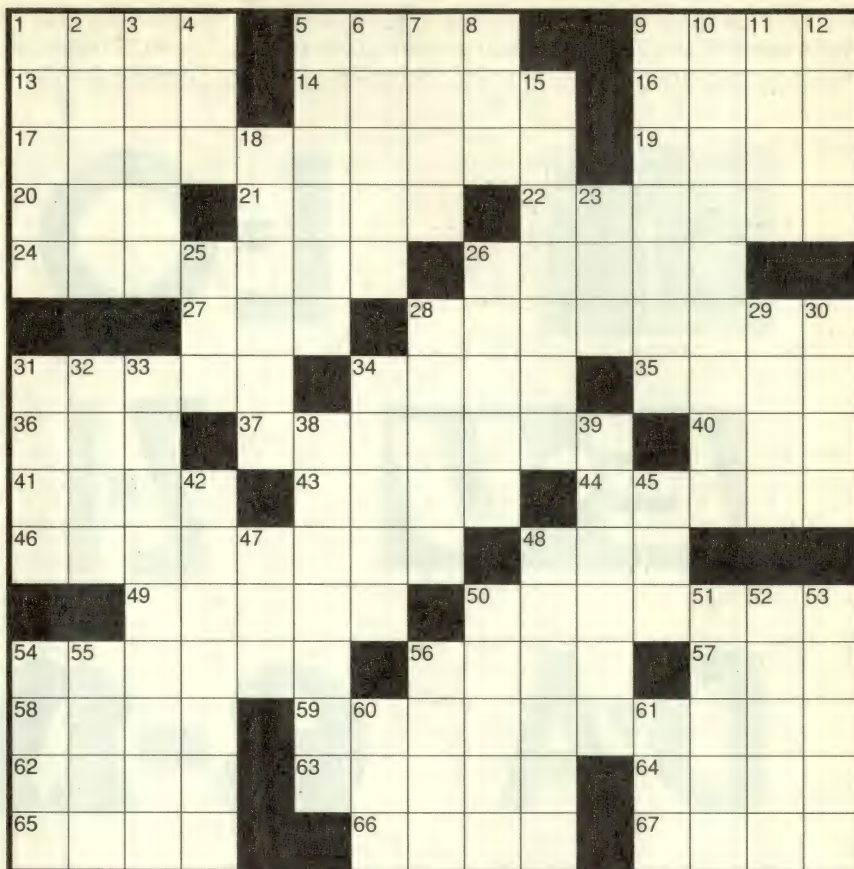


## ACROSS

- 1 Treaty  
5 Tear down to the ground  
9 Attention-getting sound  
13 Relative of the piccolo  
14 \_\_\_ oneself (try hard)  
16 Prussia's \_\_\_ von Bismarck  
17 Prince Charles's display of embarrassment?: 2 wds.  
19 Ask for divine help  
20 Adam's mate  
21 Bullfight cheers  
22 Baton-passing races  
24 Infers (from)  
26 Mount visited by Moses  
27 Reviewer Reed  
28 Splits, as a road  
31 For \_\_\_ as the eye can see: 2 wds.  
34 Mist  
35 Onetime leader of Iran  
36 TV's \_\_\_ Grant  
37 Timid quality  
40 Mao \_\_\_-tung  
41 \_\_\_ Well That Ends Well  
43 Planet of the \_\_\_  
44 Exams  
46 Greets with open arms  
48 "\_\_\_-la-la" (singing sound)
- 49 Cough drop brand with "Mentholyptus"  
50 Got on a train  
54 Woman whom "gentlemen prefer"  
56 Not hard  
57 Mr. Onassis  
58 Boisterous  
59 Identical twins?: 4 wds.  
62 \_\_\_ Major (the Great Bear)  
63 Hearing or smell  
64 "Beauty \_\_\_ the eye ...": 2 wds.  
65 Film spool  
66 Computer memory unit  
67 Gorbachev's no

## DOWN

- 1 \_\_\_ over (looked at closely)  
2 Over  
3 More bashful  
4 Tetley drink  
5 Knee jerk reaction  
6 Wheel shafts  
7 Hera's husband  
8 Hesitant sounds  
9 Tulip trees  
10 Racetrack homestretches?  
11 Remain  
12 Gifts from Santa  
15 Prospers  
18 Romeo and Juliet, e.g.  
23 WSW's opposite  
25 Lyricist Gershwin  
26 Small and large  
28 S, M, L, or XL



ANSWER, PAGE 38

- 29 Sunrise direction  
30 "\_\_\_ a Lady" (Tom Jones song)  
31 "There oughta be \_\_\_!": 2 wds.  
32 Foot's bottom  
33 Crowded home?: 2 wds.  
34 Overpromotes  
38 Quaint villages  
39 Geological layers  
42 \_\_\_ sheet (tabloid newspaper)  
45 Corn on the cob serving  
47 Archaic  
48 British candy  
50 Push up  
51 \_\_\_ Mae (Li'l Abner's wife)  
52 Comic Kovacs  
53 "We \_\_\_ Start the Fire" (Billy Joel song)  
54 Out-of-focus picture  
55 Traditional folk tales  
56 Company that originated the Walkman  
60 Spider's home  
61 Relatives

## ON THE HOUSE ★

BY PETER GORDON

Now, for a limited time only, you can try this quiz—yes, this *entire* quiz—at absolutely no cost! The answer to each clue below is a word, name, or phrase beginning with the word FREE. For example, the clue "Secret society member" would

lead to the answer FREEMASON, while "Parachute jump start" would be FREE FALL. If you can't get all the rest of the answers, feel free to check the answer section.

ANSWERS, PAGE 38

1. Major limited-access road Free way  
2. Drawn without rulers and compasses Free hand  
3. Athlete not signed with a team \_\_\_\_\_  
4. Fast swimming category Free style  
5. He sponges off others \_\_\_\_\_  
6. Non-salaried writer \_\_\_\_\_  
7. Corner opposite GO in Monopoly Free parking  
8. Loose poetry style \_\_\_\_\_  
9. '60s cohabitation arrangement Free love  
10. City of the Bahamas \_\_\_\_\_  
11. Psychoanalysis technique \_\_\_\_\_  
12. Result of a basketball foul \_\_\_\_\_  
13. Unrestricted importing and exporting Free trade  
14. Disorganized brawl Free-for-all



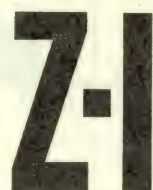
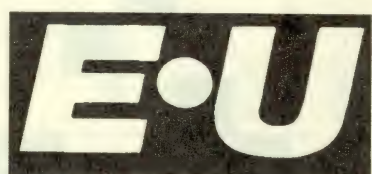
You'll need a dash of commercial sense to solve this puzzle. We've taken 16 product logos, each containing one or more hyphens, and removed everything but the hyphens and the

letters adjacent to them. Experts should be able to identify at least 12 of the products. If you have trouble, you may want to make a dash for the supermarket—or the Answers.

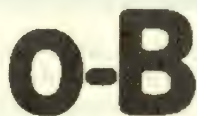
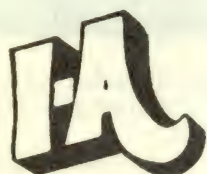
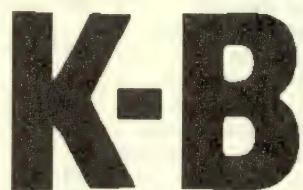
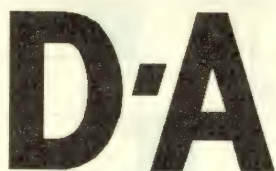
ANSWERS, PAGE 38



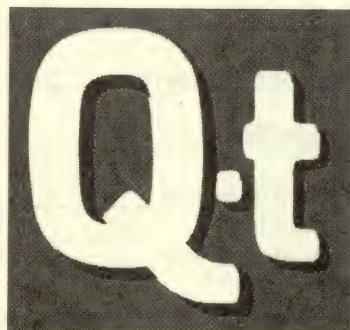
*-Jello*



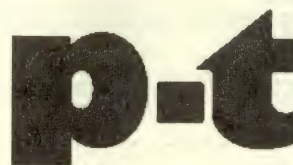
*Hi-C*



*coca-cola*



*Q-tips*





In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers.

ANSWER, PAGE 39

Old-time oaths	▼	Actor Guinness	#1 hit for Little Eva "The ..."	Jacket with a hood	Placid	Daryl Hannah movie	▼	Square, for example	"... of Old Smokey"	Bend down	Ahead of time	Money	▼	Drinks to	Wheels of fortune?	Knight covering	Catch sight of	School year parts						
Fancy parties	►	G	A	L	u	s	▼	P	r	O	s	e	Finally	►	a	t	i	a	s	T				
By oneself	►	a	l	o	n	e	▼	L	e	n	t	a	Evening party	►	s	o	i	r	e	e				
Room design	►	d	e	c	o	r	▼	a	o	t	o	r	Nail- driving tool	►	H	a	m	m	e	r				
Make a goal	►	s	c	o	r	e	▼	s	t	o	o	l	Highway: Abbr.	►	Canals Hearing aid?	s	o	o	Titles	m				
Take back	►	Merry and mis- chievous	"Best Wishes!" Red river	►	m	a	n	y	h	a	p	p	y	r	e	t	a	r	n	s				
►	r	e	v	o	k	e	▼	Marsh	United and Pan Am	n	▼	Pod veggie	Tax- gathering org.	▼	Soviet news agency	►	t	a	s	s	Actress Gardner	u	Pause	
Land parcel	►	L	o	t	▼	Baby carriage	Highland musician	►	B	A	g	P	I	p	e	r	▼	Foot of poetry	►	i	A	m	B	
Go ape	►	F	L	i	P	▼	Houston player	►	o	i	l	e	R	▼	Corp. abbr.	Mile-high city	►	D	e	n	v	e	r	
Franken- stein's aide	►	I	g	o	r	▼	More slippery	►	G	r	e	a	s	i	e	r	▼	Facility	►	e	a	s	e	
Peter Pan dog	►	n	a	n	a	▼	Almost shut	Praise	l	▼	Frisco player, for short	Stepped on the gas	Onassis, for short	n	▼	Gives the go- ahead	y	▼	Detroit flop	"Grin and ..."	... day's work	Sharp, in a way	u	
And so on: Abbr.	►	Used a keyboard	Freight	On the rise again	►	m	a	k	i	n	g	▼	A	c	o	m	▼	E	B	a	c	k		
►	e	t	c	▼	Swine	First son, maybe	►	j	u	n	i	o	r	▼	Faked	K	▼	Farmer's home, in song	►	D	e	l	l	Had a feeling
Puppy's bark	►	y	a	p	▼	Throat tissues	►	a	d	e	n	o	r	▼	5	Auctions	►	s	a	l	e	s		
Garden path flowers	►	I	r	i	s	r	o	s	e	s	▼	Refusals	i	▼	Extract	►	d	e	r	i	v	e		
Omelet start	►	e	g	g	▼	Highest mountain	"Attack!"	s	▼	Warren Beatty movie	►	R	e	d	s	▼	Rage	Napkin fabric	►	i	n	e	n	
Pill amounts	►	d	g	s	▼	E	g	▼	Price	Concert bonus	Lucy's hubby	►	D	e	s	i	▼	Tinker (in)	Sailors	►	t	a	r	s
1980 song by Shalamar	►	Viking of the comics	Juan Péron's wife	Sin Lucky number	►	v	i	c	e	▼	Went out with	Dweeb Pine and apple	►	d	e	h	▼	Steak orders	Cassini and others	Employ- ment, as of words	Con- sumerist Ralph	e		
►	T	H	e	s	e	c	o	n	d	►	t	i	m	e	a	r	o	u	n	d				
State posi- tively	►	a	v	e	r	▼	Beetle of Egypt	►	s	c	a	r	a	b	▼	Very light wood	►	B	a	l	s	a	60s college grp.	
Donate	►	g	i	v	e	▼	"... the Truth"	►	T	o	t	e	l	l	▼	Pita and rye	►	B	r	e	a	d	s	
"This is only ..."	►	a	t	e	s	t	▼	Singer Della	►	R	e	e	s	e	▼	Three- race	►	L	e	g	g	e	d	
Carry on	►	r	a	t	▼	Flower plots	►	B	e	d	s	▼	Bedroom bureaus	►	d	r	e	s	s	e	r	s		



# TURNING A PHRASE ★★

This puzzle is for the birds—for the terns, to be exact. The terns on these pages represent familiar words and phrases that usually contain the word **TURN**. For example, #1 repre-

sents the phrase **TERN ON A DIME**. Now it's your turn to try the rest. If you have trouble turning up answers for any of the scenes, you can always turn to the Answers—or just wing it.

ANSWERS, PAGE 38









Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from one

cipher to the next, and the level of difficulty increases as you progress. An asterisk (\*) indicates a proper noun or title.

Clues are given at the bottom of the page to provide assistance if you need it.

ANSWERS, PAGE 39

## 1. CRYPTOON

XSMMA, E METS KWATS  
ZAG. PAGMI ZAG YMSKDS  
DBAY WKJNEJN AJ ZAGF  
PSEMEJN? E PKJ WKFSMZ  
XSKF LZ LGDEP ATSF EB.



## 2. QUICK WIT

D ULRY L IDBNXTLRY  
EDNYVSLBY. D BLW SDY  
CXTW DW ENXWA XE AUY  
EDNY EXN AUY YRYWDWQ  
DW YDQUA IDWKAYJ. —  
\*JAYVUYW TNDQUA

## 3. READ INTO IT

PZX CB NBBGDA ICBQJKH  
XKUIICZXH HKZDKG:  
"IOXQK O QZX'C FZLK  
'\*RZPK' ZXH '\*RBGCEXK,'  
PA BXDA ZDCKGXZCOLK  
OI CB VKC '\*PZH.' "

## 4. NO BARGAIN

INHHPV AHDINLSW DYSP  
AZPRHLGZSO "WKU TUD  
WNH JDZIH UT USH" PLRH  
US LRR EZSUIYRLDP,  
PIZPPUDP, LSG JLSWP.

## 5. HEAVENS!

KDSPWEWOAVKZ SPARAK:  
\*LFYASHP AD ZKPBHP KEU  
OWPH OKDDARH STKE KZZ  
STH WSTHP YZKEHSD KEU  
OWWED VWOMAEHU.

## 6. SIGN OF THE TIMES

JGPY NUUGDABPYAB  
HGGCJ, TYIZYFBDWA  
FXNAWDAW EGTC  
JFXVQZYJ, AGE VDJUZNS  
YNFX EGTCVNS PGTADAW  
HYWDAADAW NB JYOYA.

## 7. NOW HEAR THIS

YZKKR QTIAF ZSGIM ALIFL  
DGZAF MGTIM VGDJR  
ZKGOL FBLLA STHTJ  
PIJTS JLIFL DTALD,  
IGJLA HTHTY, HZXLF  
HPJLA FTDLI QZTSF.

## TIPS AND CLUES

**Cipher 4:** A three-letter word found before the last entry of a list is a good bet to be AND.  
**Cipher 5:** Repeated bigram HP, found at the end of three words, represents common suffix -ER.  
**Cipher 6:** Repeated suffix -DAW represents plaintext -ING.  
**Cipher 7:** The five vowels A, E, I, O, and U are represented, in no particular order, by ciphertext G, L, P, T, and Z.

**Cipher 1:** Compare ciphertexts ZAG and ZAGF. Since ZAG is at the end of a sentence, these are likely to represent YOU and YOUR.  
**Cipher 2:** Ciphertext Y, appearing 14 times, including seven times at the end of a word, is a good bet to be E. The one-letter words, represented by D and L, are I and A, respectively.  
**Cipher 3:** A single letter following an apostrophe is usually T or S; try T here.



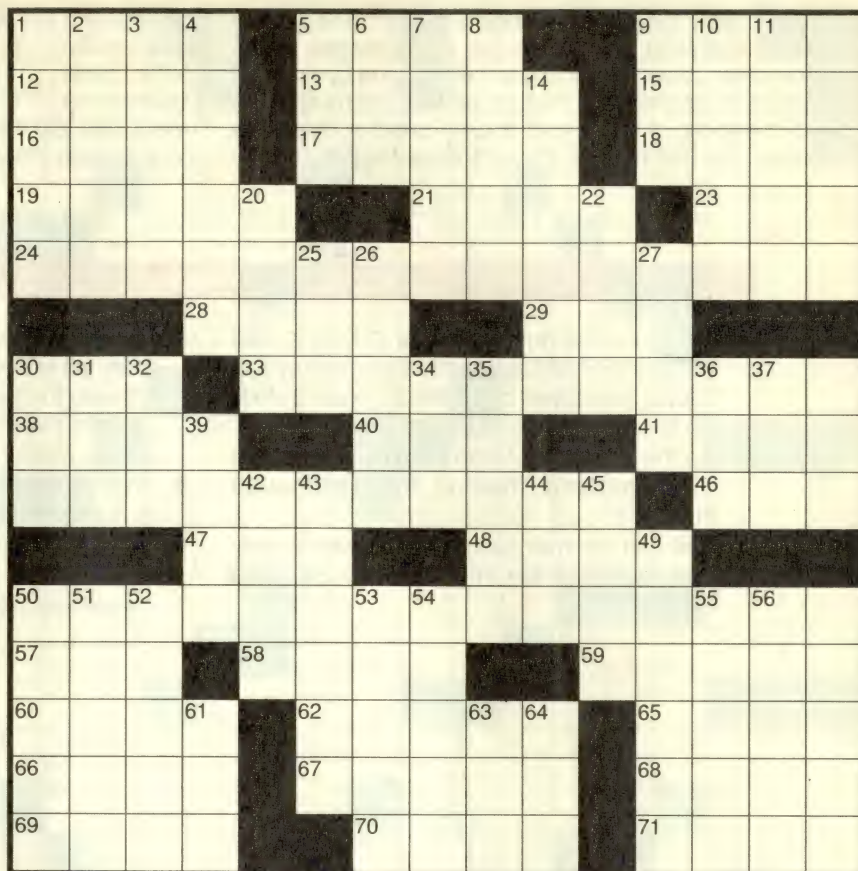
## ACROSS

- 1 Con game  
5 Belfry residents  
9 "... and things that go \_\_\_ in the night"  
12 Prepare for takeoff  
13 Grownup  
15 Jacob's twin  
16 *Exodus* author Leon  
17 Historical romance writer  
Lofts  
18 TV oldie *Peter*  
19 Rorschach test items  
21 Donna \_\_\_ (Don Juan's mother)  
23 Flight-related: Prefix  
24 Optimistic prediction: 4 wds.  
28 500-sheet quantity  
29 Weeder's tool  
30 Feathery wrap  
33 Phrase at the end of a cliffhanger: 3 wds.  
38 *Desire Under the*  
40 Old initials for Egypt  
41 Captain Hook's assistant  
46 Pea's place  
47 *Deathtrap* author Levin  
48 Skunk's weapon

- 50 Coming in the near future: 4 wds.  
57 Honest \_\_\_  
58 Smutty matter  
59 Like some cheap energy  
60 Castle circler  
62 Permitted  
65 "Doggone it!"  
66 The Crimson Tide's university, for short  
67 *La \_\_\_ Vita*  
68 Ending for usher or major  
69 Charon's river  
70 Requirement  
71 Crystal gazer

## DOWN

- 1 Ticket halves  
2 Monte \_\_\_ (gambling resort)  
3 Widely accepted fact  
4 \_\_\_ *Roberts* (Fonda film)  
5 Prohibition  
6 Chaotic activity  
7 City of northwest Italy  
8 Informal English  
9 Panhandle  
10 Customary  
11 Painter Édouard  
14 Roger Daltrey's rock group: 2 wds.  
20 Word that undoes "dele"  
22 Utah national park  
25 Vietnamese coin



ANSWER, PAGE 38

- 26 Saturate, as with color  
27 "\_\_\_ Go Fly a Kite"  
30 Highway sign indication: 4 wds.  
31 Like Methuselah  
32 François's friend  
34 Ring holder?  
35 Sing à la Bing  
36 Mischievous one  
37 Prefix with classical or Nazi  
39 Agitated state  
42 Ensnare  
43 \_\_\_ and Maude  
44 Affix  
45 Kids connect them  
49 \_\_\_ scholar (Oxford student)  
50 Doorway sides  
51 *Lusitania's* sinker  
52 Sordid  
53 Stellar hunter  
54 Donald, to Huey  
55 Overjoy  
56 \_\_\_ blanche  
61 April 15 concern  
63 Rink surface  
64 Newsman Koppel

# MYSTERY TRIOS ★★

BY N. M. MEYER

In each of the sets below, we've taken three words from a common category and removed one letter of the alphabet every time it appeared. For example, UIT, DRE, and VET might

represent the words SUIT, DRESS, and VEST (all articles of clothing) with the s's removed. How many of these trios can you reconstruct?

ANSWERS, PAGE 38

- |               |               |              |
|---------------|---------------|--------------|
| 1. CLRY _____ | 4. OLA _____  | 7. ALE _____ |
| PPPR _____    | IDER _____    | AAYA _____   |
| NDIV _____    | OOA _____     | GRAE _____   |
| 2. MSE _____  | 5. CNRY _____ | 8. COA _____ |
| CYTE _____    | TNGER _____   | MIENS _____  |
| TTER _____    | MCW _____     | HA _____     |
| 3. CNST _____ | 6. YS _____   | 9. TE _____  |
| HERTS _____   | CHKS _____    | IETEE _____  |
| BCCRT _____   | TTH _____     | OE _____     |



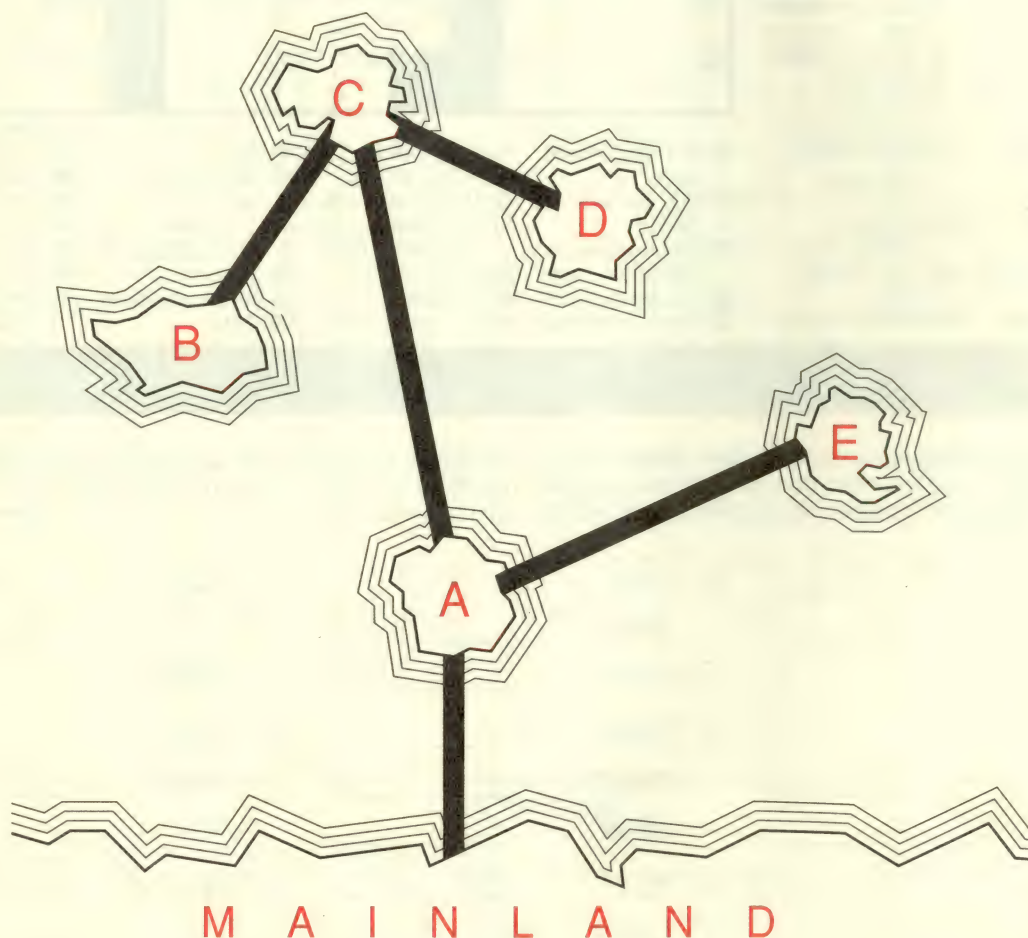
The peaceful islands of Dite, Smidgen, Iota, Jot, and Tittle lie just off the mainland. The islands are all connected, in one way or another, to each other and to the mainland by a system of causeways (as shown on the map below). The most highly valued members of the island society are the causeway maintainer, the pier builder, the lighthouse keeper, the sail

trimmer, and the barnacle scraper. The names of these five whose roles are so vital to the community are Shoals, Shorr, Bailor, Batten, and Waters; each of them is a resident of a different one of the islands. Given the map and the clues below, can you identify each island by name, and find who lives on each island and has what occupation?

ANSWER, PAGE 39

## CLUES

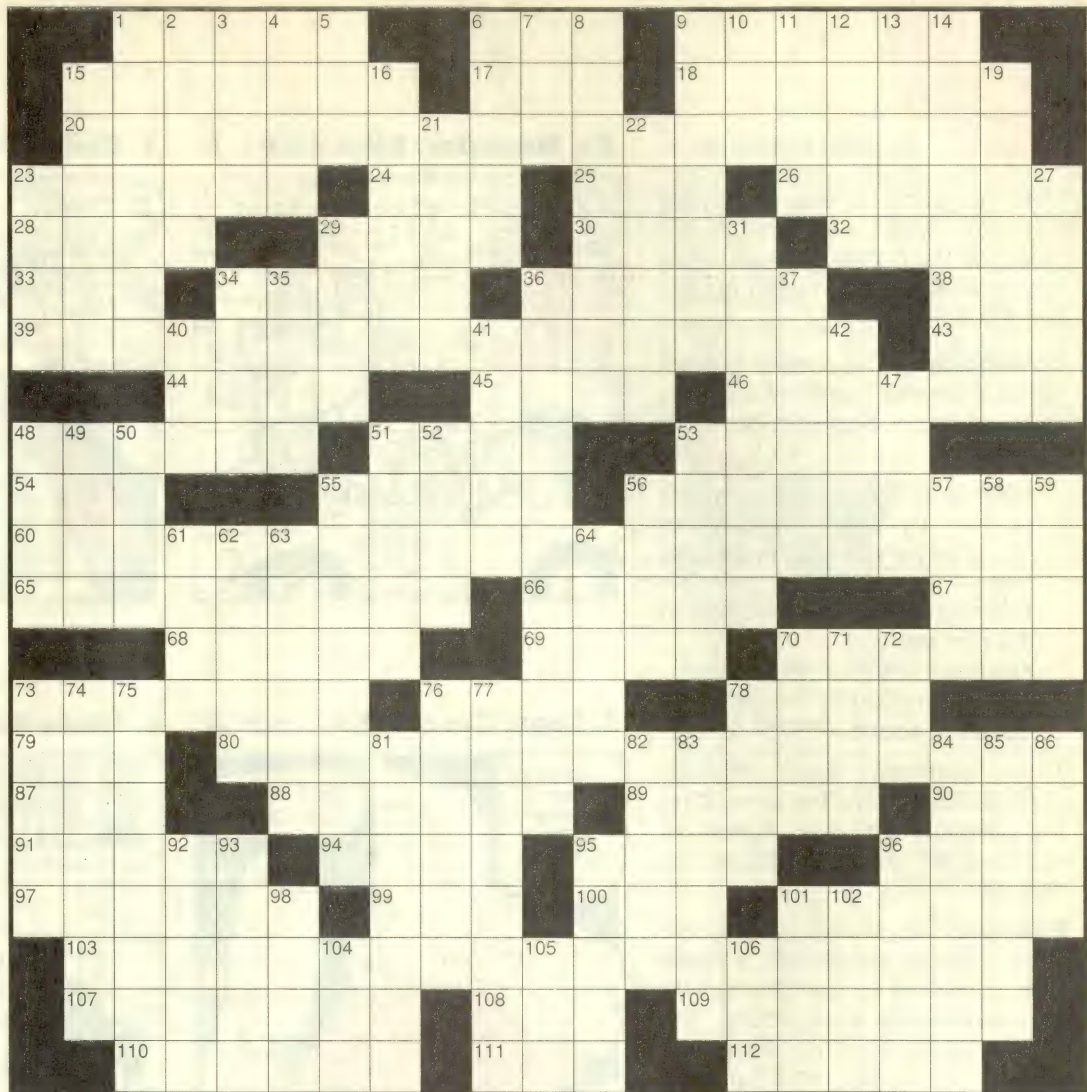
1. When the barnacle scraper drives to visit Waters, he has to take three causeways; in transit, he drives by Bailor's house before he enters the causeway to Dite.
2. As the crow flies, Shorr's home is closer to the mainland than is the lighthouse keeper's.
3. The sail trimmer has to drive across only one causeway to get from his house to the island of Jot.
4. One day Batten drove to the mainland and then, on his return home, had to go out of his way to check out a matter on the island of Tittle. His trip from home to Tittle entailed a total of four causeway crossings.
5. The resident of Iota (which is not island B) is not the pier builder.
6. Shoals can motor to either the mainland or the island of Smidgen by using just one causeway per trip.





## ACROSS

- 1 Won all the awards
- 6 1974 John Wayne cop movie
- 9 Man's inhumanity to man
- 15 Fished, in a way
- 17 Seine substance
- 18 Airway?
- 20 1961 Debbie Reynolds Western
- 23 Fancy flapjacks
- 24 Seek to beat
- 25 Random-number generator
- 26 Story of Purim source
- 28 Galley supply
- 29 Elite alternative
- 30 Kitten handle?
- 32 Make \_\_\_\_ (close some business)
- 33 Mid-XVI century date
- 34 March celebrants
- 36 Big blunders
- 38 Served the purpose
- 39 Fox sequel of 1989
- 43 Pull the plug on
- 44 "Pardon me!"
- 45 Takes advantage of
- 46 *Major Dad* star
- 48 Theatrical opening?
- 51 Deliver diatribes
- 53 Cheapskate
- 54 Sis's sib
- 55 Do without
- 56 Links
- 60 Sinatra's 1973 decision
- 65 Study of obscenity
- 66 Spiral: Prefix
- 67 Bother
- 68 "Oh, How \_\_\_\_ to Get Up in the Morning"
- 69 "\_\_\_\_ be in England"
- 70 Peter of Peter, Paul, and Mary
- 73 Landladies, e.g.
- 76 Peggy Wood TV role
- 78 Crumb
- 79 AP rival



ANSWER, PAGE 39

## DOWN

- |                                     |  |   |   |                             |
|-------------------------------------|--|---|---|-----------------------------|
| 80 '70s school sitcom               | 1 All balled up?                         | 21 Recess                               | 50 Old TV cop show  | 74 Glues                    |
| 87 Go a round?                      | 2 Shows sorrow                           | 22 River through Greenwich, Connecticut | 51 Blusher  | 75 Coin in a Maugham title  |
| 88 Salon device                     | 3 Effortlessness                         | 23 Prop for Fonzie                      | 52 Pretentious  | 76 <i>Liliom</i> playwright |
| 89 Like molasses                    | 4 Chief exec. officer                    | 27 "Delta Dawn" singer                  | 53 BBQ site   | 77 Tramp through the mud    |
| 90 Smeltery input                   | 5 Gumshoe                                | 29 Quarries                             | 55 Tramp through the mud  | 78 Sacred statue            |
| 91 Olympic Stadium team             | 6 Euripides play                         | 31 Reclusive                            | 56 Erse speaker   | 81 Massed                   |
| 94 TV sleuth Peter                  | 7 Frankie Ballou's daughter              | 34 Pour ____ (exaggerate)               | 57 Tailor's target  | 82 Not just once            |
| 95 Satyr's kin                      | 8 Pound of paper?                        | 35 Clue weapon                          | 58 Inner: Prefix  | 83 Allegations              |
| 96 Charlie, for one                 | 9 More pricey                            | 36 Subject of Aristotle's contemplation | 59 Serve as longshoreman  | 84 Skat variation           |
| 97 Sonora snooze                    | 10 Parseghian of football                | 37 Not as well                          | 61 "And that's the way ____"  | 85 Jim Varney role          |
| 99 Crackers                         | 11 Challenge                             | 40 Infamous actress Stark               | 62 Impossibly   | 86 Peruse                   |
| 100 "... kerchief, and ____ my cap" | 12 Twenty: Prefix                        | 41 Practice pitch for batting           | 63 Furious onlooker   | 92 Actor's dream            |
| 101 Put away                        | 13 Dodges the draft?                     | 42 Worth of Broadway                    | 64 Detox program  | 93 Roman tunic              |
| 103 Reruns, in TV jargon            | 14 Shad's cousin                         | 47 Composer Khachaturian                | 70 Symbol of servitude  | 95 Blazing                  |
| 107 Not isosceles                   | 15 Roman road                            | 48 Basics                               | 71 "A Secretary Is Not ____" (song from <i>How to Succeed ...</i> ) | 96 Handyman's buys          |
| 108 Capek drama                     | 16 Peace-loving                          | 49 Gator's kin                          | 72 Snitch   | 98 Bellicose Olympian       |
| 109 Hot actress                     | 19 Girl serenaded by barbershop quartets |   | 73 Garage jobs  | 101 Rough guess             |
| 110 Nullified                       |  |   |   | 102 Flag                    |
| 111 Smiley, for one                 |  |   |   | 104 Chemist's suffix        |
| 112 Tipping the scales              |  |   |   | 105 Eat late                |
|                                     |  |   |   | 106 From ____ Z             |



Over the years, our sets of Cartoon Rebuses have been some of the most popular puzzle contests we've run. How well can you do on this latest batch?

**How to Solve** The answer to each rebus is a name that combines any or all of these elements from the cartoon:

- Words or synonyms of words spoken by the characters or found anywhere else in the picture;
- Names of prominent objects in the picture;
- Isolated letters in the picture;
- Words implied by the cartoon's action or scene.

These elements are combined phonetically to form the name fitting the category and the number of letters given as clues above the cartoon.

**Example** The answer to the example cartoon above right is *Vanity Fair*. It's found by combining VAN, pictured in the background; the word IT spoken by the cabbie; the letter E on the van; and the word FARE, suggested by the scene. Put them together phonetically and you get VAN-IT-E-FARE.

**How to Enter** On a postcard or the back of an envelope, send us the answers to as many of these 14 rebuses as you can. Please list the components of each solution (as in VAN-IT-E-FARE) alongside each answer. You may enter as many times as you wish, but each entry must be mailed separately.

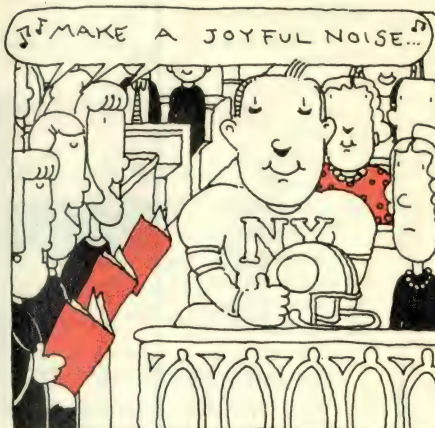
**Winning** The winner will be the reader who correctly solves the most rebuses. Ties will be broken by random draw.

**Mail your entries to: Cartoon Rebuses, GAMES, 19 West 21st Street, New York, NY 10010. Entries must be received by July 10, 1991.**

**Ex. Magazine: 6,4**



**1. Body of Water: 5,5**



**5. Legal Case: 3,6,4**



**6. Movie Actress: 8,8**



**10. Auto: 10**



**11. Author: 6,9**



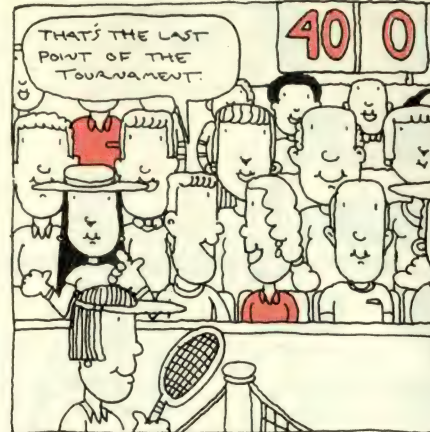


**Grand Prize:**  
\$250  
**10 Runner-Up Prizes:**  
A GAMES  
T-Shirt

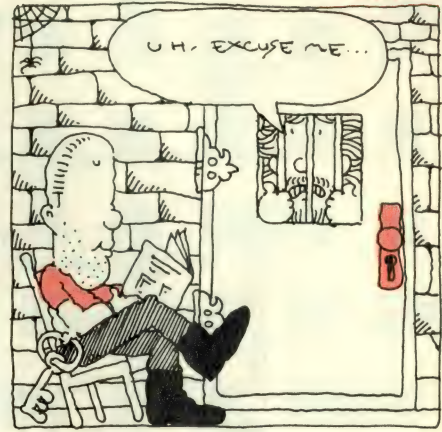
**2. TV Actor: 7,7**



**3. 1950s Song: 4,2,6**



**4. Indian Tribe: 8**



**7. 1980s Bestseller: 8,8**



**8. Nationality: 9**



**9. TV Show: 4**



**12. Play: 3,7,5**



**13. Actor/Comedian: 4,5**



**14. Baseball Player: 5,6**



KIMBLE MEAD

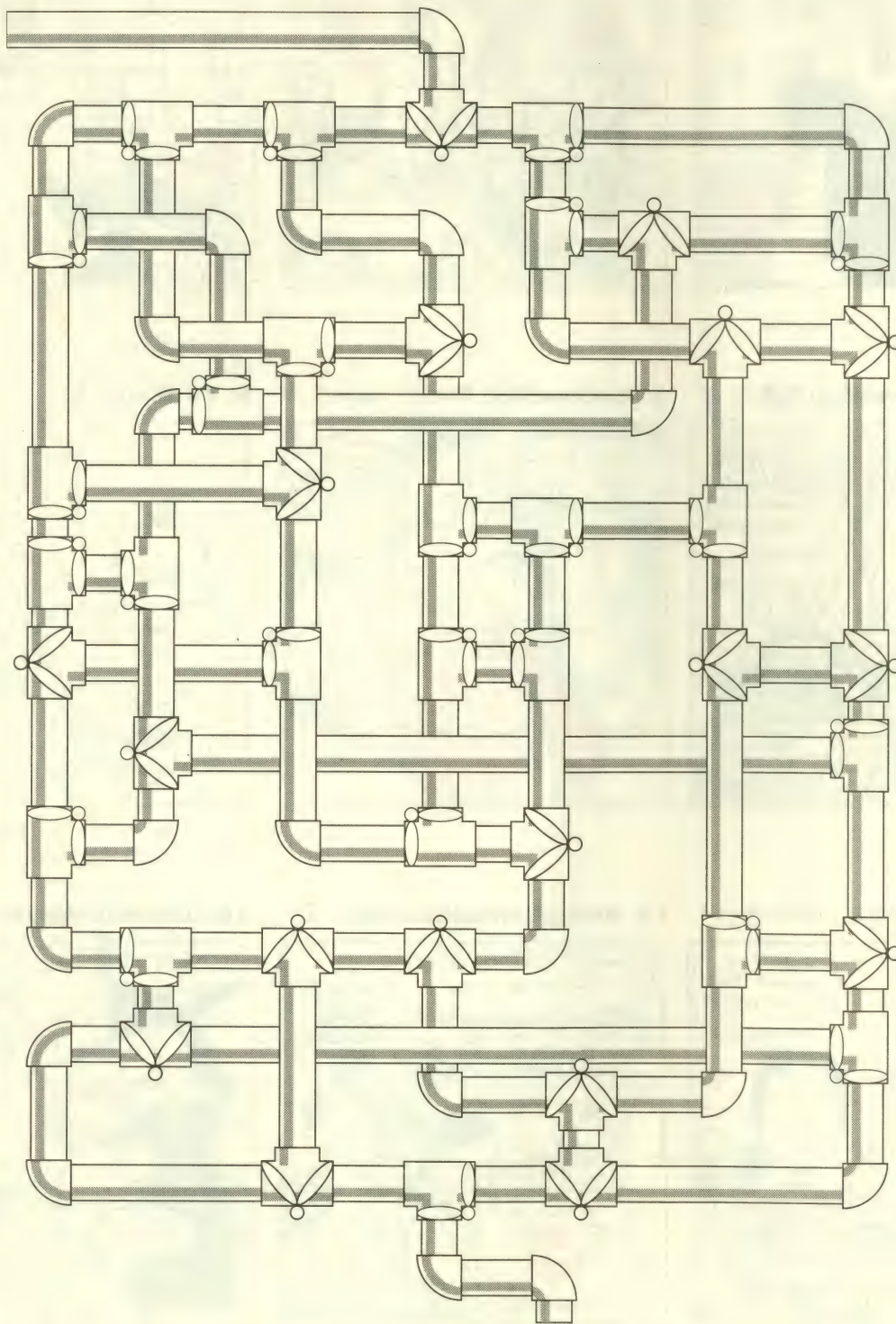


Welcome to the Waterman Institute of Plumbing Engineering. As your entry exam, you'll need to find a route for a smooth flow of water from the intake pipe at the top to the outflow pipe at the bottom. At each T-junction through which water flows, set the valve to one of its two possible positions, blocking off

one of the pipes and leaving the other open, as illustrated in the example. (You don't need to set valves at T-junctions you don't use.) And remember—once a valve is set one way, it can't be changed later. All ready? Begin!

ANSWER, PAGE 40

EXAMPLE:





# CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between the parts is the

key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 40

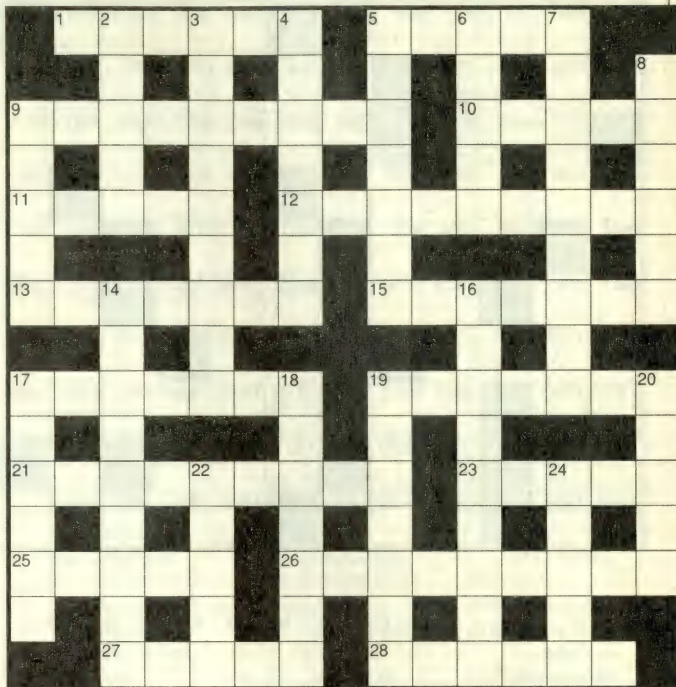
## PUZZLE 1 BY EMILY COX & HENRY RATHVON

### ACROSS

- 1 One GAMES redesigned with pictures (6)  
 5 String instrument in chamber orchestra's debut (5)  
 9 Dick Tracy foe's introduction interrupted by United Nations (9)  
 10 Our 11th President before a dance (5)  
 11 Quarrel with Navy's leader amid wreck (3-2)  
 12 Communist returned to singer Burl what a cat has (4,5)  
 13 Calm monkey eating vegetables (7)  
 15 Athenian who philosophized on army division (7)
- 17 Bug British game (7)  
 19 Prisoner keeps lips red (7)  
 21 Easily disturbed Scandinavian in story by Aesop (9)  
 23 Called admen nuts (5)  
 25 Seven odd numbers divisible by two (5)  
 26 Clip trees roughly for three months (9)  
 27 At first, you deserve pine (5)  
 28 Make lace and also some needlework? (6)
- 4 Playwright born Indian (7)  
 5 Tidy spare found inside vessel (5,2)  
 6 Part of coat flap elevated somewhat (5)  
 7 Unheedful, Ms. Derek raised 54 debts (9)  
 8 Sun god is into fruit (6)  
 9 Protective cover for old boat in Pennsylvania (5)  
 14 Greek character recently collecting stamps (9)  
 16 Foolishly lamenting precise positioning (9)  
 17 \$100 of price for java (6)  
 18 Be caught by giant from the Himalayas (7)

### DOWN

- 2 Be sad when the sun starts shining in your ear (5)  
 3 NBA center initially taken in by Greek money (9)



- 19 Top of cumulus cloud engulfs male scientist (7)  
 20 Bottom of swirling drain (5)  
 22 Done with a noodle dish (5)  
 24 Saw part of marmot tooth (5)

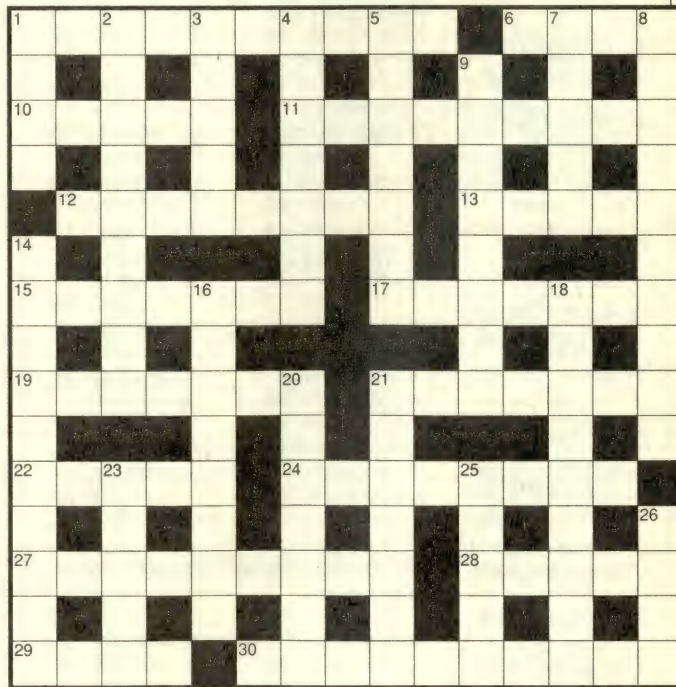
## PUZZLE 2 BY FRASER SIMPSON

### ACROSS

- 1 Former president to govern high-speed road (10)  
 6 Showing reverence, ace was married (4)  
 10 Narrow candle (5)  
 11 Chilean ad pitches Mexican specialty (9)  
 12 Ah, fender is bent without tools (8)  
 13 Yokel finds bears causing mischief (5)  
 15 Flattened circle differently around edge (7)  
 17 Work hard with answer phrases (7)  
 19 Rebuke agent with cover (7)  
 21 Greeting German composer with one charcoal grill (7)
- 22 Audition most of the planet (5)  
 24 Pry about northern senator? I don't believe it (8)  
 27 Scheme returned huge pies? (9)  
 28 Trigonometry backs up hard measurement (5)  
 29 You will say "Christmas" (4)  
 30 Once again establishes check delays (10)
- 5 Video game parlors are welcoming rogue with last of quarters (7)  
 7 Hit amid conflict on failing pier (5)  
 8 Analytical princess who thinks God is unknowable (10)  
 9 Revolutionary bet mob I'm explosive (4,4)  
 14 Without panicking, like Van Gogh trapped by insect (10)  
 16 They predict reporter's revenue (8)  
 18 Related to forefathers taking part in dances, tra-la (9)  
 20 Swindle \$1000 in the end (7)  
 21 Name general cutting ham with an executioner (7)

### DOWN

- 1 Consumes sandwich fillers after opening (4)  
 2 Cripple pa's crooked holder of office? (5,4)  
 3 Spooky eastern canal (5)  
 4 Don't miss leaf oozing (7)



- 23 In the country, right near Russian river (5)  
 25 What a scale measures: topless skater's figure (5)  
 26 Newborn hits what's here in my hand (4)



Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 39

1M	2E	3G	4J	5S	6C		7B	8Q	9L	10A		11N	12M		13T	14H	15F	16E		17J	18L	19M	
20M	21N	22E	23U		24P	25E	26H	27G	28T	29J	30C		31U	32R		33I	34P	35N	36L	37G	38V	39F	40M
	41S	42H	43N		44K	45E	46A	47F	48M	49U	50O	51G	52N	53H	54I	55B	56C		57E	58M		59G	60J
61K	62N	63A	64O	65M	66D		67S	68I	69O		70P	71B	72G		73T	74N	75U	76O	77F	78D	79L	80H	
81M		82B	83N	84E		85G	86I	87F		88L	89A		90M		91J	92E	93V		94P	95C	96K	97N	
98D	99E		100A	101H	102U	103S	104N	105M		106P	107C		108U	109V	110E	111O	112H		113R	114G	115C		116P
117K	118N	119T	120I		121H	122G	123M		124D	125R	126V	127T	128E		129G	130U		131S	132I	133H		134A	135R
136N	137D		138V	139C	140U	141G	142A	143M	144J	145S	146P	147I	148E	149D		150U	151N	152Q		153H	154C		155B
156S	157A		158T	159M		160T	161P	162A		163U		164T	165N	166Q	167J	168P		169M	170L	171S	172A		173F
174U	175E		176J	177Q	178G		179H	180C	181M	182E		183K	184N	185A	186S		187G	188B	189R				

A. Bread, with "the"—or Henry Luce's employees? (3 wds.)  
 162 172 185 10 46 63 89 157 134  
 100 142

B. Make sacred  
 7 155 188 55 71 82

C. Humiliating affront  
 95 107 115 139 30 154 180 6 56

D. *Guys and Dolls* author Damon  
 66 78 98 124 137 149

E. Nickname for comedian Gobel (2 wds.)  
 2 25 45 22 84 92 57 148 110  
 182 99 175 128 16

F. Physical exertion  
 39 173 15 47 77 87

G. Ray Charles hit of 1962 (4 wds.)  
 178 187 37 141 85 114 129 27 51  
 122 72 3 59

H. Ice cream flavor for the undecided? (hyph.)  
 80 101 112 121 153 179 26 42 53  
 133 14

I. Ornamental shoulder piece  
 54 33 68 86 120 132 147

J. Popular game of the '20s, of Chinese origin (hyph.)  
 60 176 17 91 4 29 144 167

K. Doughlike material used by glaziers  
 61 44 96 117 183

L. Miniature PC  
 9 18 79 36 88 170

M. Sly and the Family Stone declaration of 1970 (4 wds.)  
 105 181 65 143 12 20 123 19 58  
 81 169 1 40 159 90 48

N. Capital of the U.S. Virgin Islands (2 wds.)  
 35 97 74 104 151 165 43 136 184  
 52 11 83 62 118 21

O. Mush puppy?  
 111 50 69 76 64

P. Author of *Rich Man, Poor Man* (2 wds.)  
 106 146 24 34 70 116 168 161 94

Q. Roman moon goddess  
 152 166 177 8

R. Song on the flip side of "La Bamba"  
 189 125 135 32 113

S. New Year's Day event in New Orleans (2 wds.)  
 5 103 131 145 186 41 171 67 156

T. Doubleheader, in baseball lingo (2 wds.)  
 164 160 28 127 73 158 13 119

U. Scribbles in the margin of a book  
 150 23 75 130 49 163 102 31 174  
 140 108

V. Proponent of a modern form of cubism?  
 38 126 93 109 138



To solve a Cross Math puzzle, place each of the digits 1 through 9 into one of the empty squares of the grid so that the three rows across and three columns down form correct arithmetic sequences. All calculations (which involve only positive whole numbers) should be performed in order from left to right and top to bottom. The second puzzle is harder than the first.

ANSWERS, PAGE 41

## PUZZLE 1

1 2 3 4 5 6 7 8 9

	÷		÷		=4			
÷		+		×				
	+		÷		=1			
+		-		-				
	÷		+		=9			
=8		=4				=2		

## PUZZLE 2

1 2 3 4 5 6 7 8 9

	×		÷		=4			
-		+		+				
	×		-		=1			
×		÷		÷				
	-		×		=6			
=9		=2				=3		

THE WORLD'S MOST ORNERY  
CROSSWORD

BY MIKE SHENK

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 37. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 36).

This and That

## HARD CLUES ★★★

## ACROSS

- 1 Calder creation  
7 Short-lived fad of 1990  
14 Put into classes  
20 Lens type  
21 '83 Series champs  
22 Creates recombinant DNA  
24 Windhovers  
25 Mews  
26 "My Way" writer  
28 Muffin base  
29 Artoo, for one  
31 Celebrated  
33 Scotland Yard div.  
34 Like 2, 3, 5, 7, etc.  
36 Sniggler's catch  
38 Needle holders?  
39 Property after nonpayment, for short  
40 Unruly republic of 1988  
43 Sportscastr anecdotes  
45 "\_\_\_ De-Lovely"  
46 Jan Peerce, for one  
47 Indian summer precursor  
49 *The Waves* writer  
51 Sol.  
52 Elbow  
53 Elbow's counterpart  
54 "The children of Israel"  
57 Like coup victims
- 58 Sung love poem  
60 Hart line  
61 Fellow with a fancy  
62 "Explain your actions!"  
66 Niche occupants  
68 Embezzling target  
72 Hell's Angel's wheels  
73 Onion size  
74 Mesquite thicket  
76 Curly poker  
77 Some snobs  
79 Gradually, in scoring  
82 Entanglement  
84 Mend a leaky roof  
85 In direct competition  
86 1040 entry  
87 Mingo's portrayer  
89 Chat  
90 Sees the light  
93 14th Century king  
94 Stimuli with predictable responses  
96 1986 Stallone movie  
97 *Annals of Henry and June*  
98 Org. founded in Baghdad, 1960  
100 Accosts unexpectedly  
101 Worry excessively  
105 Stockpile  
107 Summit sellers  
109 Québec's \_\_\_ Anne River  
110 Engage in play
- 113 Coach Buttermaker's movie team, with "The"  
115 Be prolific  
119 In phone limbo  
120 Creator of Honi, Helga, and Hägar  
121 Vex  
122 Greek restaurant specialty  
124 War of 1812 treaty site  
125 Central  
126 Cohort of Klinker and McCarthy  
128 Fights  
129 National Geographic inserts  
130 Cutthroat  
134 Keg need  
136 Ouzo flavorer  
137 Silvery-gray  
138 Hermitage locale  
139 *John Brown's Body* writer  
142 Additionally not  
143 "Mach schnell!"  
145 Programmer's schedules  
149 Army Medical Corps insignia  
151 Bawdy books  
152 Free waters  
153 Shrink  
154 Bleak  
155 Fashionable London area  
156 Itinerants

## DOWN

- 1 Write "A Midsummer's Night Dream," e.g.



# THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

DON'T PEEK  
UNTIL YOU READ  
PAGE 35!



## EASY CLUES ★★★

### ACROSS

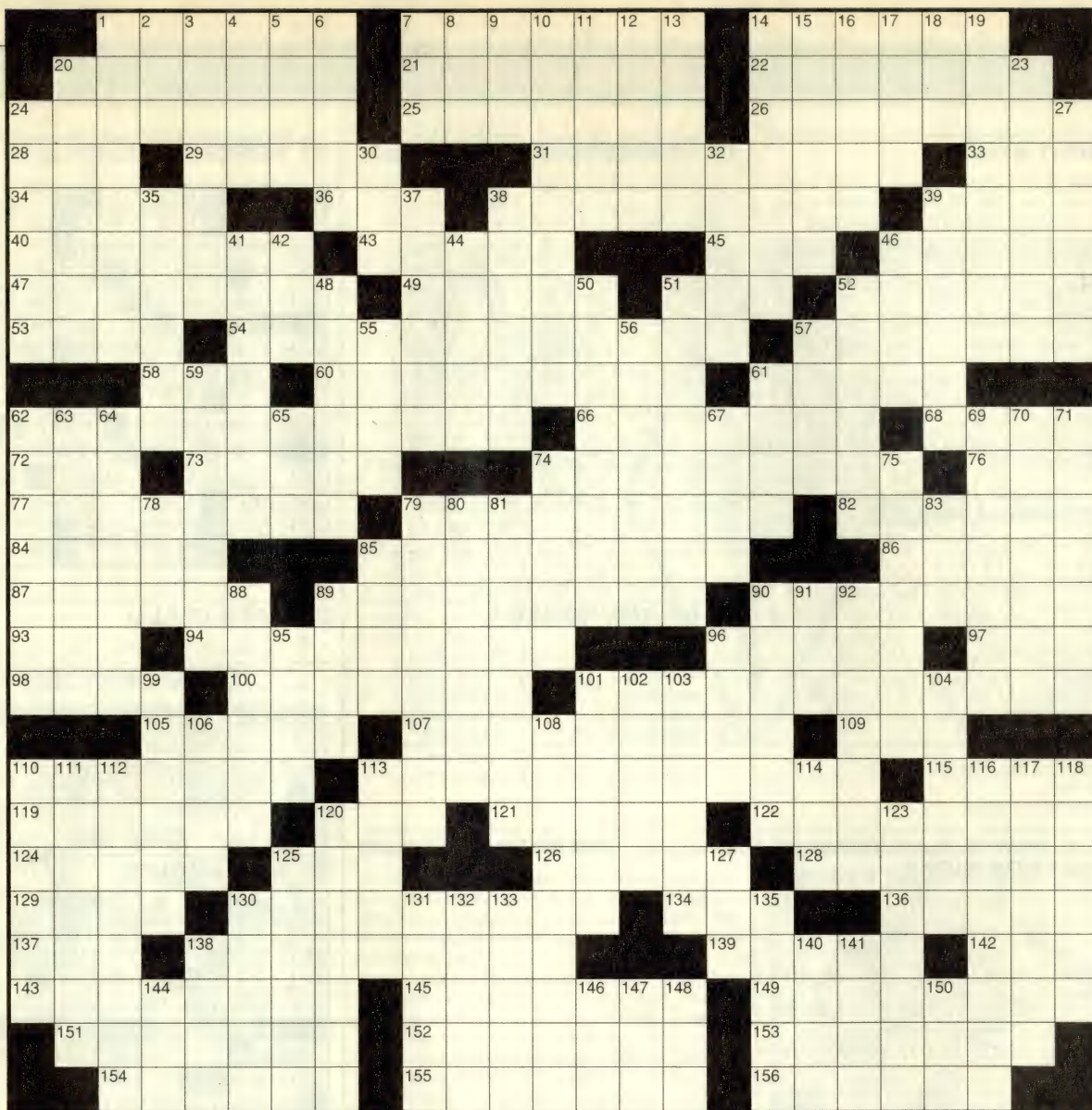
- 1 Alabama's second-largest city  
7 "Forbidden Dance" of 1990  
14 Classify  
20 Like some spectacle lenses  
21 Baltimore baseball team  
22 Joins together, as film pieces  
24 European falcons (ELK RESTS anag.)  
25 Homes for horses  
26 "Lonely Boy" singer: 2 wds.  
28 Bran grain  
29 R2-D2 or C-3PO of *Star Wars*  
31 Had a party: 2 wds.  
33 El \_\_\_\_ (Spanish hero)  
34 \_\_\_\_ Minister (head of state)  
36 Electric fish  
38 Farm piles  
39 \_\_\_\_ Man (Emilio Estevez film)  
40 Rebellious Baltic republic  
43 Hue  
45 "\_\_\_\_ My Party"  
46 Operatic voice  
47 Short icy period: 2 wds.  
49 Writer Virginia  
51 Solution: Abbr.  
52 Bump rudely  
53 Baby-bouncing place  
54 The Israelites: 2 wds.  
57 Removed from office  
58 Chou En-\_\_\_\_  
60 Words to a ditty: 2 wds.
- 61 Overly fond person  
62 "Why did you do that?": 3 wds.  
66 Rodin creations  
68 Plow a field  
72 Go whole \_\_\_\_  
73 Oyster's gem  
74 TV western *High \_\_\_\_*  
76 One of the Three Stooges  
77 Supporters of rule by the privileged class  
79 Little by little, in music: 3 wds.  
82 Marshy area  
84 Fix the road again  
85 Hand-to-hand competition: 3 wds.  
86 Salaries  
87 He played an Indian on *Daniel Boone*: 2 wds.  
89 Private conversation  
90 Smartens up: 2 wds.  
93 Egypt's "boy king"  
94 They set others free  
96 Indian snake  
97 Diarist Anaïs  
98 Oil cartel  
100 Attacks from ambush  
101 Be extremely worried: 2 wds.  
105 Accumulate  
107 "... at your AMC \_\_\_\_ dealer": 2 wds.  
109 Sault \_\_\_\_ Marie  
110 Amuse oneself (DROPS IT anag.)

- 113 Walter Matthau/Tatum O'Neal film, with *The*: 3 wds.  
115 Abound  
119 Temporarily suspended, as a phone call: 2 wds.  
120 Cartoonist Browne  
121 Malice  
122 Greek eggplant-lamb dish  
124 Belgian port and treaty site  
125 Center: Prefix  
126 Edgar Bergen's dummy Mortimer \_\_\_\_  
128 Goes against  
129 Atlas pages  
130 Ruthless, as business  
134 Spigot  
136 Licorice-flavored herb  
137 Cigarette dropping  
138 St.  
Petersburg's current name  
139 Poet Stephen Vincent \_\_\_\_  
142 Neither's partner  
143 "Hurry up!": 3 wds.  
145 Police's groups of possible suspects  
149 Medical profession emblem  
151 Sexy writings, movies, etc.  
152 International waters: 2 wds.  
153 Psychiatrist, at times  
154 Gloomy  
155 London theater district: 2 wds.  
156 Wanderers

### DOWN

- 1 Give the wrong name to  
2 Frequently  
3 Condensed milk brand  
4 Cake froster  
5 Composer Edouard  
6 Cow mascot of 3-Down  
7 \_\_\_\_ Angeles  
8 Paintings, sculpture, etc.  
9 Actress Farrow  
10 Late great reggae singer: 2 wds.  
11 Mollify  
12 Mr. \_\_\_\_ Goes to Town  
13 Useful quality  
14 Viewpoints  
15 Electrical flickers  
16 Aspersions  
17 Well lubricated  
18 Popular TV brand initials  
19 Dime's value: 2 wds.  
20 Relates to: 2 wds.  
23 Slalom's stick: 2 wds.  
24 Russian coin  
27 Idolized  
30 Christmas month: Abbr.  
32 Bangor's state  
35 Classic Ford car: 2 wds.  
37 At the inexpensive side of the scale  
38 Bustling activity  
39 Vacationer's spot  
41 Urges to action  
42 Ooh and \_\_\_\_  
44 Vowel sound of "oui": 2 wds.  
46 Drink heavily  
48 Tricky puzzles  
50 "Naughty, naughty!": 2 wds.  
51 "Scarface": 2 wds.  
52 Goods thrown overboard  
55 Grime  
56 Light heartbeat sound  
57 Active one  
59 One with a goal  
61 Spanish coin (DOUR anag.)  
62 Cab diver's question: 2 wds.  
63 Used a hideout: 2 wds.  
64 Stir up  
65 Derby or fedora  
67 Tortilla-meat dish  
69 Dream up  
70 Becomes insane: 2 wds.  
71 Decreases  
74 Jackets  
75 Reduced-sodium  
78 \_\_\_\_-o'-shanter  
79 *Wheel of Fortune* host: 2 wds.  
80 Like a cyclops  
81 Makes rougher  
83 Uncooked  
85 Dinner or supper  
88 \_\_\_\_'s Folly (Alaska)  
89 Mystery writer Josephine and family  
90 Cheering phrase: 2 wds.  
91 Go out, as the tide  
92 Hogtie: 2 wds.  
95 Final  
96 Auto racer  
99 Cooking chickens  
101 Making clothes  
102 Squander  
103 King of the East Saxons (GET REB anag.)  
104 Pretends: 2 wds.  
106 Lose feathers  
108 Toothpaste brand  
110 Strong beliefs  
111 "Marry \_\_\_\_," repent at leisure": 2 wds.  
112 Flock watcher  
113 Senator Joseph of Delaware  
114 Kanga's child, in *Winnie-the-Pooh*  
116 Simplicity  
117 Barely makes, as a living: 2 wds.  
118 Microwave-emitting devices (REMASS anag.)  
120 Using numbers instead of hands, as a watch  
123 Pancake-turning aid  
125 Santa \_\_\_\_, California  
127 Try fingerpainting  
130 Jeans material  
131 Warmly shining  
132 Nonsense  
133 Copenhagen natives  
135 Pie nut  
138 Oodles  
140 Billionth: Prefix (ANNO anag.)  
141 Dutch cheese  
144 Luau food  
146 Avail oneself of  
147 Ballpoint  
148 Depressed  
150 Dancer Charisse





ANSWER, PAGE 40

## HARD CLUES (CONTINUED)

- |  |                       |                             |                                      |                               |   |
|--|-----------------------|-----------------------------|--------------------------------------|-------------------------------|---|
| 2 Time after time                      | 17 Unctuous           | 50 "Bite your tongue!"      | 75 Health-conscious packaging phrase | 101 Bee activity              | 123 Short-order cook's aid                          |
| 3 Milk can name                        | 18 Nipper's employer  | 51 1987 Robert De Niro role | 78 Beret's kin                       | 102 Refuse                    | 125 Tennis star Seles                               |
| 4 Sommelier's bucket                   | 19 Dance cost?        | 52 Boat-lightening stuff    | 79 <i>Wheel</i> man                  | 103 First king of the English | 127 Flatfish  |
| 5 <i>Le Roi d'Ys</i> composer          | 20 Is relevant to     | 55 Ground                   | 80 Like some jacks                   | 104 Pretends                  | 130 Overall material                                |
| 6 3-Down's spokesanimal                | 23 Aspen staff        | 56 Heart sound              | 81 Densifies                         | 106 Drop down?                | 131 Incandescent                                    |
| 7 <i>E</i> as in lots?                 | 24 Red cent?          | 57 Person of action         | 83 Unprocessed offering              | 108 Crest rival               | 132 Rubbish   |
| 8 Opening stuff                        | 27 Had a crush on     | 59 Long fellow?             | 85 Messhall                          | 110 Maxims                    | 133 Claudius's subjects                             |
| 9 Woody's sweetheart                   | 30 Yr.'s end          | 61 Spanish peso             | 88 Alaska's _____ Peninsula          | 111 Without time to consider  | 135 Texan state tree                                |
| 10 Head of the Wailers                 | 32 Down-easter's home | 62 Hack's question          | 89 Writer Josephine et al.           | 112 Willis's TV costar        | 138 Real estate investments                         |
| 11 Quiet                               | 35 Tin lizzie         | 63 Hid out                  | 90 Fan's cry                         | 113 Quote-borrowing senator   | 140 Reciprocal of giga-                             |
| 12 Monopoly cards                      | 37 Relatively cheap   | 64 Unsettle                 | 91 Subside                           | 114 Aussie boulder            | 141 Gouda's kin                                     |
| 13 Selling point                       | 38 To-do              | 65 Bowler, e.g.             | 92 Bind                              | 116 Casual quality            | 144 Taro dish                                       |
| 14 Lloyd Webber's _____ of <i>Love</i> | 39 In place           | 66 Cantina snack            | 95 Survive                           | 117 Makes, with difficulty    | 146 Manipulate                                      |
| 15 Radioman's nickname                 | 41 Works up           | 69 John Lennon song         | 96 Racer Yarborough                  | 118 Microwave devices         | 147 Big house                                       |
| 16 Lets the liquor talk, in a way      | 42 Depressing word?   | 70 Goes bonkers             | 99 Poulterer's products              | 148 Blue                      | 150 Fred's dancing partner in <i>The Band Wagon</i> |
|  | 44 Horse-guiding rope | 71 Falls off                |                                      |                               |   |
|  | 46 Hit the sauce      | 74 Glazes                   |                                      |                               |   |
|  | 48 Tough nuts         |                             |                                      |                               |   |



## 38 GAMES JULY 1991



# ANSWERS

## 26 DSZQUPHSBNT!

1. CRYPTOON. "Hello, I live above you. Could you please stop banging on your ceiling? I can barely hear my music over it."
2. QUICK WIT. I have a microwave fireplace. I can lie down in front of the fire for the evening in eight minutes.—Stephen Wright
3. READ INTO IT. Man to poorly stocked newsstand dealer: "Since I can't have 'Fame' and 'Fortune,' my only alternative is to get 'Mad.'"
4. NO BARGAIN. Cheesy merchant runs misleading "Two for the price of one" sale on all binoculars, scissors, and pants.
5. HEAVENS! Astronomical trivia: Jupiter is larger and more massive than all the other planets and moons combined.
6. SIGN OF THE TIMES. Some appointment books, reflecting changing work schedules, now display each workday morning beginning at seven.
7. NOW HEAR THIS. Cabby winds along dense roads going forty above speed limit until tense rider, noted mimic, makes muted siren wails.

## 23 PENCIL POINTERS

E		S		C	
G	A	L	A	S	
A	L	O	N	E	
D	E	C	O	R	
S	C	O	R	E	
M	A	N	Y	H	A
R	E	V	O	K	E
N	T	A	S	S	A
L	O	T	B	A	G
F	L	I	P	O	I
I	G	O	R	G	R
N	A	N	A	L	N
M	A	K	I	N	G
E	T	C	J	U	N
P	R	I	M	O	S
E	G	G	S	R	E
D	O	S	E	S	
V	I	C	E	N	E
T	H	E	S	E	C
A	V	E	R	S	C
A	T	E	S	T	
R	A	N	T	B	E

## 46 EYEBALL BENDERS

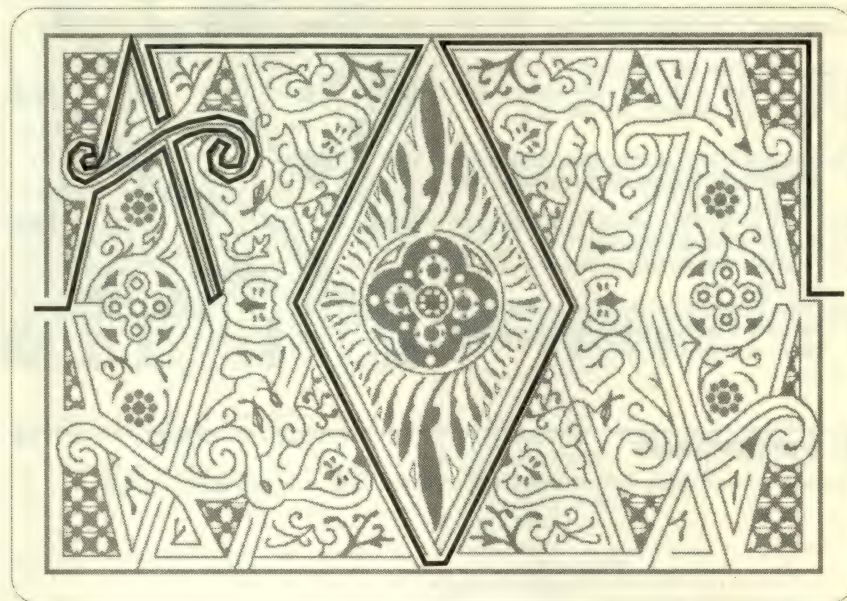
1. Book
2. Rain gutter
3. Washing machine agitator
4. Lunchbox clasp
5. Spray paint nozzle
6. Knife
7. Harmonica
8. Popcorn
9. Car ignition
10. Cleanser
11. Viewmaster disk

## 42 THE ANTIQUES THIEF

Turn the page 90° clockwise and you'll see the thief's name spelled out.

## THE AMAZING REINCARNO

The card is the ace of diamonds:



## 28 ISLAND HOPPING

The only island that is only one causeway's distance away from the mainland is A; so Shoals is the one who lives on A (clue 6). The only pairs of islands that require three causeways to get from one to another are B and E and D and E; in both cases, transit from one to the other passes through A and C, so Bailor must live on C (clue 1). Batten—who is then the resident of B, D, or E—made four causeway crossings to get from home to the mainland and then back to another island that deviated from his route home; if the B or D resident traveled thus, four causeway crossings would terminate on island A, not deviating from his route home; so Batten lives on E, and the only island four causeway crossings away that isn't on his route home is C, which must then be Tittle (clue 4). Smidgen, one causeway away from A (clue 6), is then island E. Waters, by elimination, lives on either B or D; so the barnacle scraper lives on E, and, in driving to visit Waters, crossed C (Bailor's home) before taking the causeway to Dite—which, whether it's B or D, is Waters's resident island (clue 1). The island of Jot must be A, B, or D (since C and E are Tittle and Smidgen respectively), so the sail trimmer must live on either C or E (clue 3). But the barnacle scraper lives on E, so the sail trimmer must live on C. Shorr's island is B or D; if it were D, then Shorr would be closer to the mainland than only the sail trimmer on C, so it must be B, and the lighthouse keeper lives on D—and so the lighthouse keeper is Waters and D is Dite (clue 2). By elimination, Iota, not B (clue 5), is A, and B is Jot; and Shoals, not the pier builder, is the causeway maintainer, and Shorr is the pier builder (clue 5).

### In summary:

A—Iota, home of Shoals, the causeway maintainer  
B—Jot, home of Shorr, the pier builder  
C—Tittle, home of Bailor, the sail trimmer  
D—Dite, home of Waters, the lighthouse keeper  
E—Smidgen, home of Batten, the barnacle scraper

## 29 WE'RE BA-A-A-ACK!

S	W	E	P	T	M	C	O	S	A	D	I	S	M
S	P	E	A	R	E	D	E	A	U	T	R	A	C
T	H	E	S	E	C	O	N	D	T	I	M	E	A
C	R	E	P	E	S	V	I	E	D	I	E	E	S
O	A	R	S	P	I	C	A	N	A	P	E	A	S
M	D	I	R	I	S	H	B	O	N	E	R	S	D
B	A	C	K	T	O	T	H	E	F	U	T	U	R
O	O	P	S	U	S	E	S	M	C	R	A	N	E
A	C	T	O	N	E	R	A	N	T	P	I	K	E
B	R	O	F	O	R	G	O	C	A	T	E	N	A
C	O	M	I	N	G	O	U	T	O	F	R	E	T
S	C	A	T	O	L	O	G	Y	H	E	L	I	C
I	H	A	T	E	O	H	T	O	Y	A	R	R	O
L	E	S	S	O	R	S	M	A	M	A	I	O	T
U	P	I	W	E	L	C	O	M	E	B	A	C	K
B	O	X	R	O	L	L	E	R	G	O	O	E	
E	X	P	O	S	G	U	N	N	F	A	U	N	
S	I	E	S	T	A	M	A	D	I	N	S	T	O
E	N	C	O	R	E	P	R	E	S	E	N	T	A
S	C	A	L	E	N	E	R	U	R	S	T	A	R
E	R	A	S	E	D	S	P	Y	O	B	E	S	E

## 34 DOUBLE CROSS

- |                   |                   |
|-------------------|-------------------|
| A. STAFF OF LIFE  | L. LAPTOP         |
| B. HALLOW         | M. EVERYBODY IS A |
| C. INDIGNITY      | STAR              |
| D. RUNYON         | N. CHARLOTTE      |
| E. LONESOME       | AMALIE            |
| GEORGE            | O. HUSKY          |
| F. EFFORT         | P. IRWIN SHAW     |
| G. YOU DON'T KNOW | Q. LUNA           |
| ME                | R. DONNA          |
| H. TUTTI-FRUTTI   | S. SUGAR BOWL     |
| I. EPAULET        | T. TWIN BILL      |
| J. MAH-JONGG      | U. ANNOTATIONS    |
| K. PUTTY          | V. RUBIK          |

Almost half my life had been working in [pictures]... but unfortunately my employer was now bankrupt. I was out of a job with no future in sight, and still too young to get into kindergarten. All in all, it was a tough spot for any five-year-old—Shirley Temple (Black), *Child Star*



**40** GAMES JULY 1991



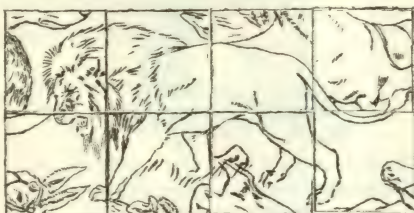
## 17 SAM LOYD SAMPLER

1.



2. The positions of the foxes and geese may be reversed in 10 moves as follows: fox 3 to 2; goose 5 to 8; fox 4 to 1; goose 6 to 7; fox 2 to 5; goose 7 to 4; fox 1 to 7; goose 8 to 2; fox 7 to 6; and goose 2 to 3.

3.



## 48 ODDBALLS!

The balls as they appear on the page (disregarding size) are: A—handball; B—volleyball; C—baseball; D—soccer; E—bowling; F—basketball; G—ping-pong; H—pool; I—softball; J—tennis; K—golf.

The balls' actual sizes are: baseball—F; basketball—K; bowling—I; golf—B; handball—C; ping-pong—A; pool—D; softball—G; soccer—J; tennis—E; volleyball—H.

## 35 CROSS MATH

Puzzle 1

8	÷	2	÷	1	=	4	
÷		+		×			
4	+	5	÷	9	=	1	
+		—		—			
6	÷	3	+	7	=	9	
=	8		=	4		=	2

Puzzle 2

2	×	8	÷	4	=	4	
—		+		+			
1	×	6	—	5	=	1	
×		÷		÷			
9	—	7	×	3	=	6	
=	9		=	2		=	3

## WILD CARDS

### 57 MARK MY WORDS

The letter to add is X.

- LAXLY
- MIXED
- AXING
- MAXIM
- TOXIN
- EXULT
- XENON
- EXPEL
- PIXEL
- BOXER
- SIXTH
- EXERT
- VIXEN
- WAXED

### 57 PROVERBIAL WISDOM

- When the cat's away the mice will play.
- Too many cooks spoil the broth.
- Don't count your chickens before they are hatched.
- A bird in the hand is worth two in the bush.
- You cannot make a silk purse out of a sow's ear.

### 57 ADDRESS NUMBERS

Each number is the equivalent of the Roman numeral of the two-letter postal abbreviation for the location: Washington, DC (600); Baltimore, MD (1500); so the number for Detroit, MI, is 1001.

### 57 LITTLE RED, RIDING HOOD

Yes, the Wolf is a CIA agent.

Each person made one false statement. The facts of the case are: Grandma has small eyes; Red's gang is too noisy; the gang has broken the law; the operation was planned to be undercover; and the Wolf is a CIA agent. The issues of Grandma's teeth size, the Wolf's brutality in tying Grandma up, and the CIA Director's legal wrongdoings cannot be determined.

### 57 PEACE ON EARTH

$$\begin{array}{r} 12532 \\ + 12532 \\ \hline 25064 \end{array}$$

### 58 BLOOD FROM A STONE

Our answer: STONE, STORE, STORK, STOCK, STACK, SLACK, BLACK, BLANK, BLAND, BLOND, BLOOD. Other routes also may be possible.

### 58 TAGALOG 101

- e, farewell
- c, cookie
- d, diamond
- a, airplane
- n, undershirt
- o, weather
- m, toothpaste
- i, kitchen
- l, room
- j, lightning flash
- k, movie
- f, ice cream
- b, cigar
- g, ink
- h, iodine

Adapted from Words, Ltd., Molokai, HI 96742

### 58 WHAT'S IN A NAME?

All of the titles are taken from lines of Shakespeare.

### 58 CAST YOUR VOTE

- Harrison (William and Benjamin); Johnson (Andrew and Lyndon)
- Polk, Buchanan, and Garfield
- Andrew (Jackson and Johnson); Franklin (Pierce and Roosevelt); George (Washington and Bush)
- Wilson (Woodrow and Ronald W. Reagan)

## LAUNDRY

### FEBRUARY / MARCH 1990

• In the answer to "Which Is Which?" (page 16), the identifications for #2, MacNeil and Lehrer, should be switched.

### DECEMBER / JANUARY 1990

• For the answer of "Age of Reason" (Your Move, page 4) to be correct, the word "twice" should be omitted from the first line of clue #1.

• In the answers to "Remember Who?" (page 18), Christa McAuliffe should be #15; Simon Le Bon should be #16.

• Question #13 in "Bull's-Eye 20 Questions" (page 26) has two possible answers—MILESTONE and RACING. The former was our intended answer.

• Clue 76-Across in the crossword "Addling" (page 31) should have been "CCCP's equivalent," not "transliteration," to get the answer USSR. Also, 109-Across should have been "Rife with marsh flora," not "fauna," for SEDGY.



The antique show was in town for a week and, although turnout was great, one hitch marred the event: Every night, three items were stolen from the show. Looking for a pattern to the thefts, the chief of police cut out pictures of the stolen items from the catalog and pinned them to his bulletin board. The first three items stolen were desk supplies, which seemed to provide a clue, but by the next day the thief had changed

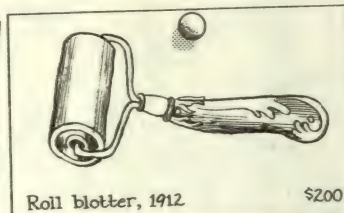
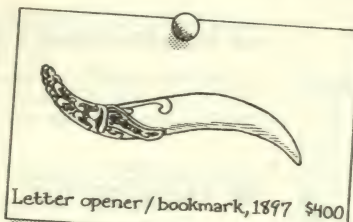
his course. With apparently no pattern to the thefts, the chief was stumped.

That is, until Sunday night, when a rookie cop walked in, examined the items, and said, "Not only is there a pattern, Chief, but I can tell you the name of the crook."

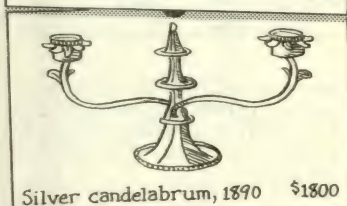
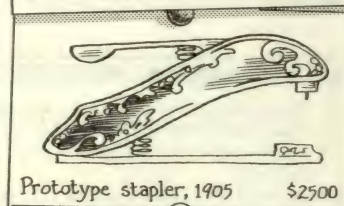
Who stole the antiques and how did the rookie figure out his name?

ANSWER, PAGE 39

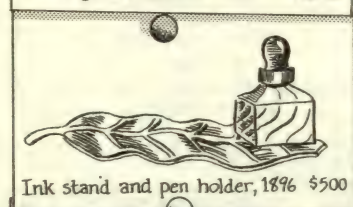
**Mon**



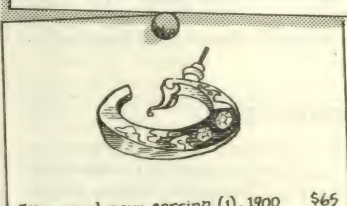
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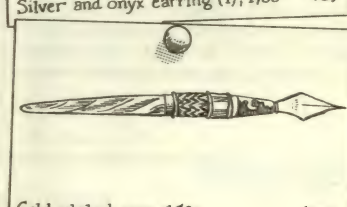
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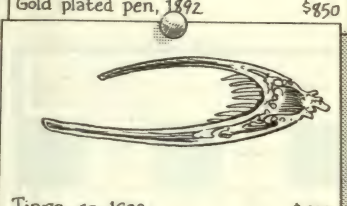
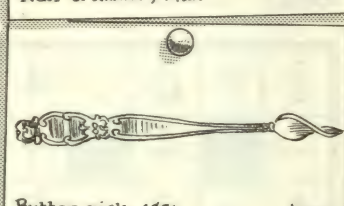
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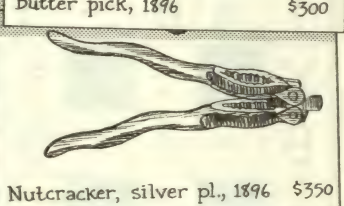
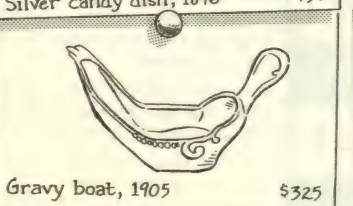
**Fri**



**Sat**



**Sun**



(LEIGHTON)



# "Challenging!"

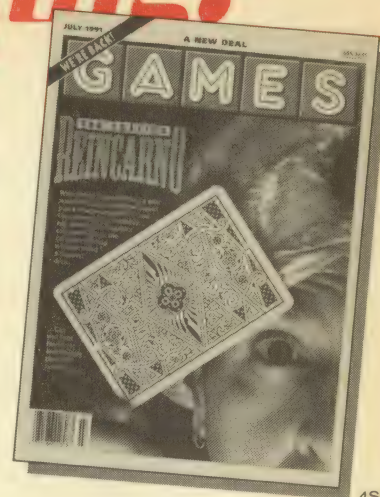
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# "Puzzling!"

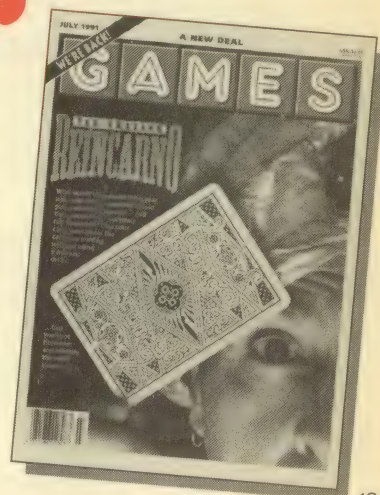
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# "Exciting!"

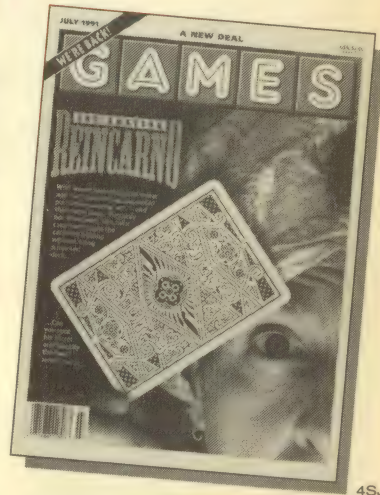
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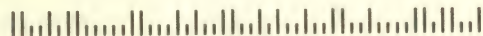
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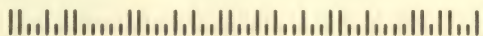
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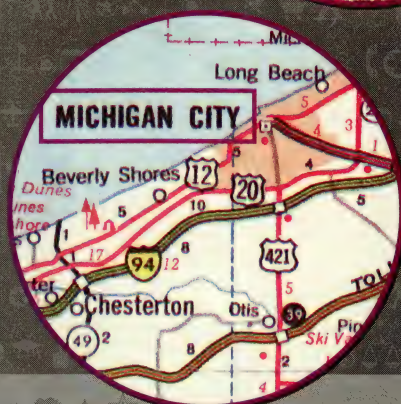
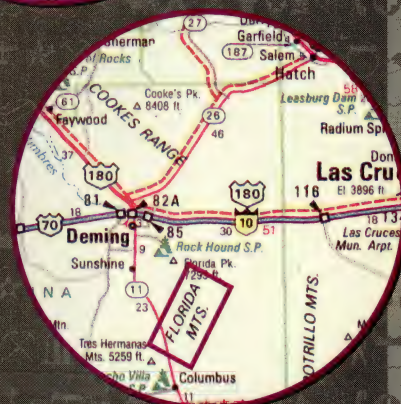
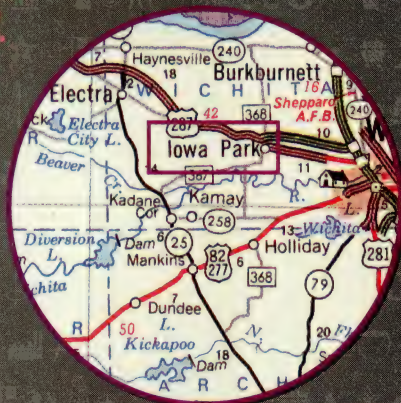


# Misplaced Geography

*The U.S. map sections on this page all seemingly contain misstatements of fact. Or at least of logic.*

*Each features a prominent city, lake, mountain, or other geographical feature that is not in the state you might think. For example, Delaware State Forest, shown in #1, is not in Delaware, but rather in Pennsylvania. Penn State Forest, in #2, isn't in Pennsylvania, but ...*

*where? Using your knowledge of U.S. geography, with the help of the hints in the pictures, how many of these states can you identify?*



By Atlas Paige

ANSWERS, PAGE 38



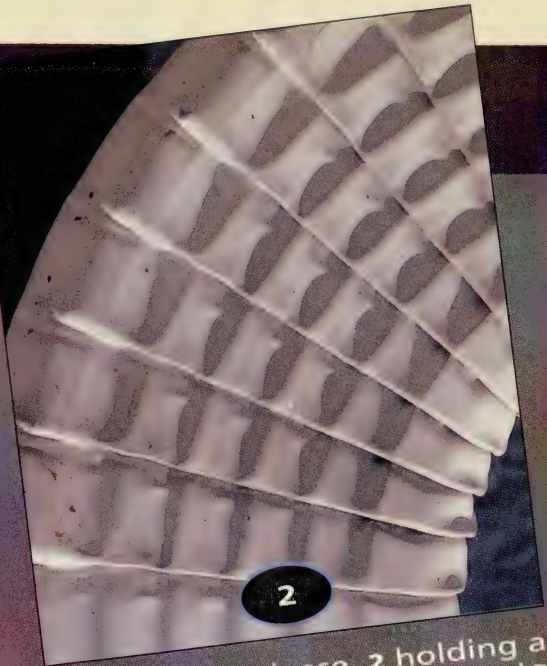
eyeball

books

☆☆



1



2

**CLUES:** 1 bound to please 2 holding a runoff 3 going through cycles 4 close to lunch? 5 pssst! 6 rather toothsome



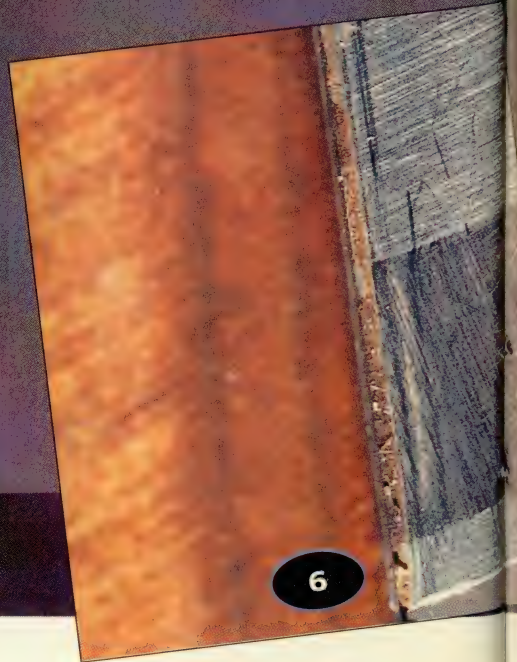
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4



5



6

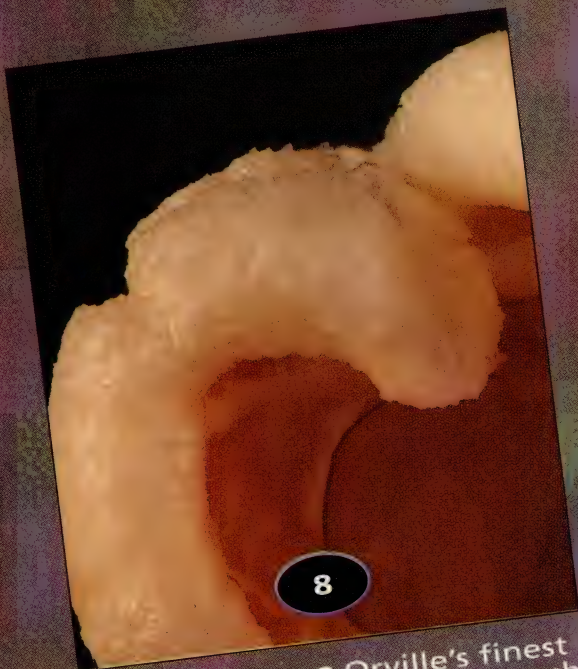




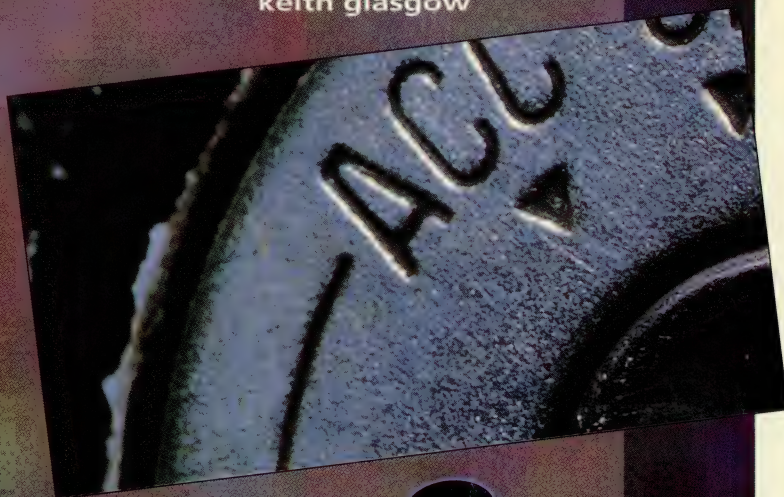
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# WHAT ARE THESE OBJECTS

photographs by  
keith glasgow

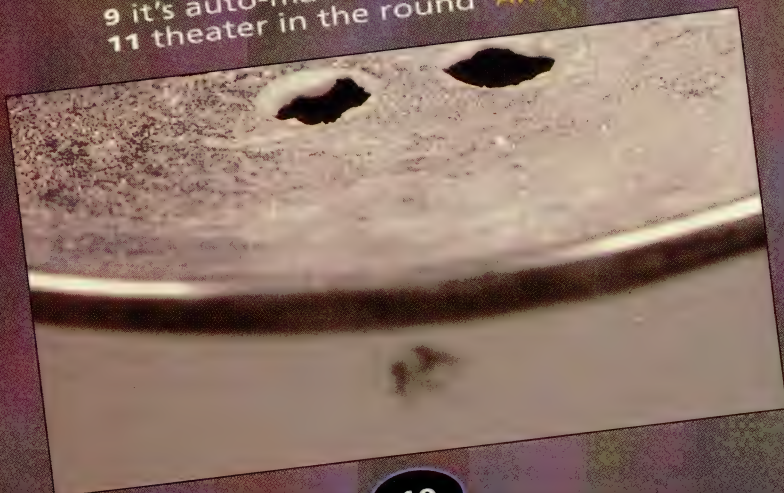


8



9

7 mouthpiece 8 Orville's finest  
9 it's auto-matic 10 wishy-washy  
11 theater in the round **ANSWERS, PAGE 39**



10



11



# ★★ oddballs!

*That last-minute mix-up at the photo studio caused a big problem with the cover of SportCo's new annual report. Each of the 11 balls shown at right was photographed to the actual size of one of the others. As a warmup exercise, identify the sport played with each ball (from the list of sports below). Then, by writing the letter of the proper size ball next to each name on the list, key the balls to their original sizes and help our photographer friend bounce back into favor. If you can't, SportCo's CEO predicts that heads will roll!*

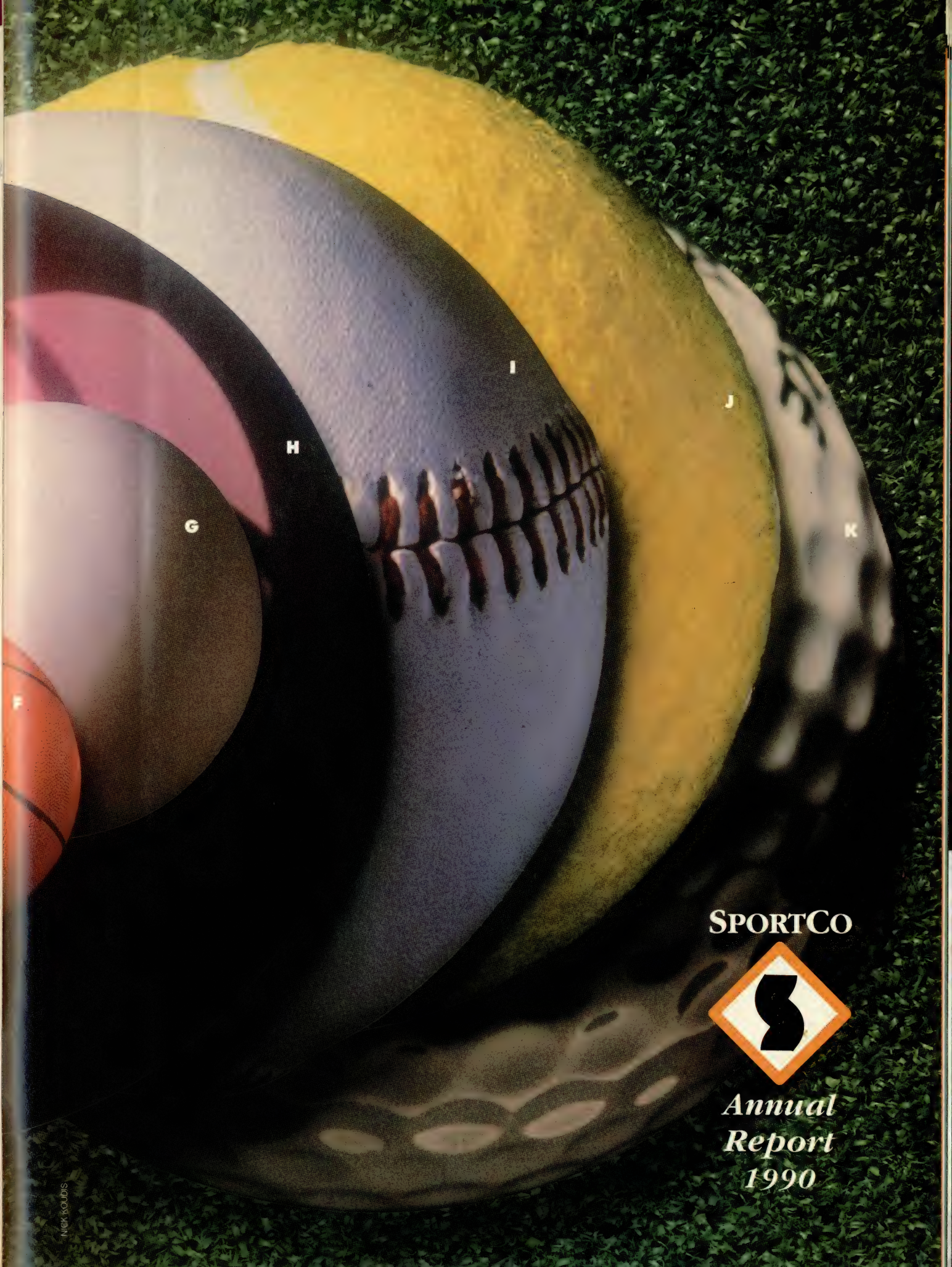
ANSWERS, PAGE 41

Baseball	Pool
Basketball	Softball
Bowling	Soccer
Golf	Tennis
Handball	Volleyball
Ping-pong	



BY ED WINKLER





SPORTCO



*Annual  
Report  
1990*





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### THE COURSE(S) I WANT:

(Write in course number(s); in each case, circle A or V for Audio or Video.)

1 _____ A or V	5 _____ A or V	9 _____ A or V
2 _____ A or V	6 _____ A or V	10 _____ A or V
3 _____ A or V	7 _____ A or V	11 _____ A or V
4 _____ A or V	8 _____ A or V	12 _____ A or V

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Charge my first course rental (and each additional monthly rental as it is incurred) to my credit card account: ☐ Visa ☐ MasterCard

CARD NUMBER \_\_\_\_\_ EXP. DATE \_\_\_\_\_

CARDHOLDER'S SIGNATURE \_\_\_\_\_

NAME (PLEASE PRINT CLEARLY) \_\_\_\_\_ PHONE NUMBER \_\_\_\_\_

STREET ADDRESS FOR UPS DELIVERY \_\_\_\_\_

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### HOW THE PROGRAM WORKS

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# ••••• GAMES & BOOKS •••••

edited by burt hochberg

## PUZZLE GAME

### INTUITION

**COMPANY** APPLIED INTUITION, INC., 1 KENVIEW BLVD., BRAMPTON, ONTARIO, CANADA L6T 5E6; (406) 972-2072 **PRICE** \$36 U.S. PPD. **NUMBER OF PLAYERS** 2-8, AGE 10+ **PLAYING TIME** 2-4 HOURS

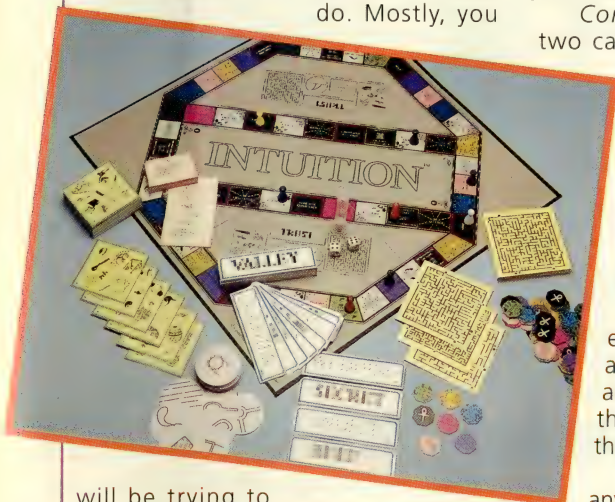


Some people say the brain is nothing more than a collection of circuits and synapses, and that it functions by assimilating and organizing, with awesome speed and efficiency, data provided by the senses.

But how well can it function when that sensory data is lacking or limited?

Not very well, I used to think. But this remarkable game is giving me second thoughts. If you're an unbeliever, it could give you the willies.

As you move around the board, the spaces you land on tell you what to do. Mostly, you



will be trying to demonstrate your intuitive skills by solving puzzles in seven different categories. Solving a puzzle within 12 seconds earns a Skill token in that category. Skill tokens can also be won (and lost) in challenge rounds with other players.

You also win (and lose) Experience tokens in various ways. The first player to collect all seven kinds of Skill tokens and five Experience tokens is the winner.

As you will see, 12 seconds is laughably inadequate to solve these puzzles analytically. Anyway, analysis is quite beside the point, which is to solve them intuitively. You can do it. Trust me.

The seven puzzle categories are:

**Pattern perception:** Identify a word the letters of which are blurred or lack

necessary detail.

**Psycho-Osmosis:** Given three choices, pick the correct meaning of a hieroglyph whose meaning you can't possibly figure out. Whether or not these are based on actual Egyptian hieroglyphs is hardly relevant. Somebody somewhere decided what they mean, and the player who gets more than one-third of them right is—in some mysterious way—tuned to that person's wavelength.

**Analysis:** Observe a maze with four entrances and identify the two that are connected by maze paths. Remember: You have only 12 seconds.

**Imagination:** Look at an abstract image and name four things it could represent. The other players must agree with your answers.

**Connection:** Pick two cards and explain how the two images on them might be related. Here, too, your peers are the judges.

**Recall:** Study a card with eight small pictures on it; then cover the card and try to remember five of them.

**Recognition:** A card has eight pictures on each side. Look at one side, turn the card over, and name one to three items on the second side that are not on the first side.

At first, we didn't believe that anything other than sheer chance could determine the winner. But when we saw that we could solve certain puzzles far better than chance expectation, we were ready to acknowledge that something else was going on.

That first edition of Intuition took too long to play. The new edition, though no less spellbinding, can be completed by three or four players within two hours. If five or more play as individuals the game can still run pretty long, so you might want to split the players into teams. Variant rules are provided to make the game harder or easier.

If you'd like to use your brain in new ways and to find out what it can do when you're not looking, Intuition will amaze you. ■

—B.H.

## COMPUTER GAME

### ISHIDO, THE WAY OF STONES

**FOR IBM/COMPATIBLES, MACINTOSH, AND AMIGA COMPUTERS; ACCOLADE, \$55**



According to Michael Feinberg, the designer of this exceptional computer game, Ishido is a modern version of an ancient Chinese game, which in turn had an even older origin: "a system of philosophy and divination based on a 'Rule of Four' [that] had sprung up separately in several of the world's ancient civilizations," including the Druids, the Egyptians, the Hopi Indians, the Hebrews, the Nepalese, the Mayans, and the Japanese.

Whether Feinberg's tale is truth or fancy has no bearing on the fact that the game is a stimulating mental challenge of rare beauty and quality. Though it works best as a solitaire game, rules are provided for two-player cooperative and competitive play. And if you demonstrate sufficient skill, you may consult the handy built-in Oracle for the answers to life's most perplexing questions.

The game is to place up to 72 stones on a board of 96 squares. Each stone is one of six colors and bears one of six symbols, and there are two identical stones for every possible combination. The game begins with six stones already on the board: A new stone, the touchstone, is waiting to be placed.

There is one basic placement rule:



# ..... GAMES & BOOKS ..... -----

A stone may be placed only vertically or horizontally adjacent to at least one other stone, and it must match either its color or its symbol (or both). A stone placed next to two stones must match one in color and the other in symbol; next to three stones it must match one in color and two in symbol (or vice versa); and next to four stones it must match two in color and two in symbol.

Depending on which form of the game you are playing and which of two scoring systems you are using, points are earned according to how many matches you make in a single turn and how many stones remain unplaced when you run out of possible plays. Consider it an achievement to play all 72 stones.

You earn the most points for matching four stones in a single turn—a "4-way." Making a 4-way also earns a bonus and doubles the score of every future match. To accomplish even one 4-way is a real challenge at first. Since touchstones appear in random order, your strategy must be to patiently build up several different areas of the board while you wait for the right stones to come along. Just keep in mind how the colors and symbols are distributed and that there are only two of each combination; don't waste time waiting for stones that will never appear!

One more thing about 4-ways: Making one gives you access to the Oracle, whose answers to the questions you pose are, it says here, based on your state of mind when the 4-way was created.

The program gives you a choice of stone set designs (depending on the kind of graphics your computer and monitor are capable of) and five board designs. Or you can edit existing designs or create your own.

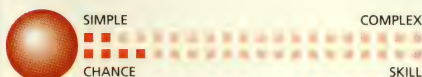
Ishido is a magnificent production in every way. Whatever your attitude toward the mystical arts, you will find it unusually rewarding. ■ —B.H.



## FAMILY DICE GAME

### THE SIMPSONS DON'T HAVE A COW GAME

**COMPANY** MILTON BRADLEY **PRICE** \$15 **NUMBER OF PLAYERS** 2-4 ADULTS (BEST: 3-4) **PLAYING TIME** 30 MINUTES



On TV, T-shirts, and the tongues of millions of purported adults as well as children, the Simpsons are everywhere. Let it never be said that game makers don't have their fingers on the pulse of the

masses: Those ubiquitous Simps are already "starring" in at least three games.

In Don't Have a Cow, the object is to predict the outcome of dice rolls. There are eight cubes (dice), each displaying a picture of Homer, Bart, Marge, Lisa, and Maggie; the words "Cool, man!" appear on the sixth side. On the board are "family album" pictures of these characters in various combinations.

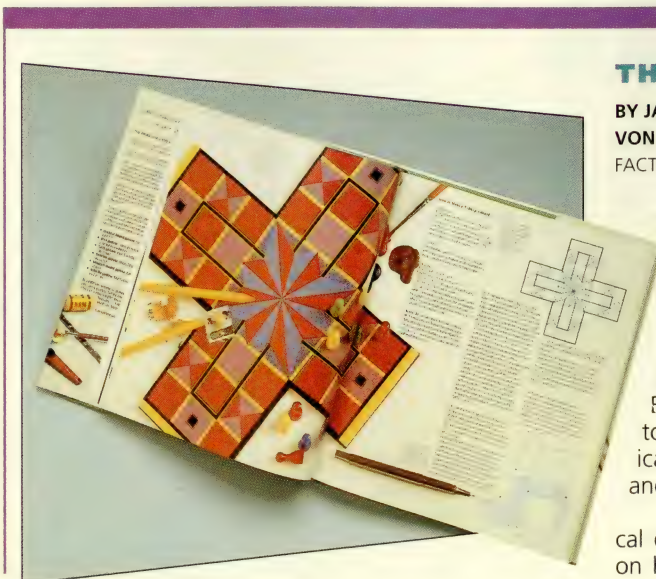
The players each start with a number of chips and a "betting board" with "Go for it, dude!" printed on one half and "No way, man!" on the other. On a turn, a player chooses one of the family portraits and decides how many chips to bet and how many cubes to roll. The number of allowable cubes varies with the number of characters in the portraits.

The roller will try to get the pictures on the cubes to match those on the chosen portrait. The other players use their betting boards to bet whether or not the roller will succeed. If the roller matches all the characters in the chosen portrait, he and the players who bet on him win their bets and collect from the bank. The losers—get this—pay the roller.

The game ends when either a player or the bank runs out of chips, at which point whoever has the most chips wins.

Go for it, uh, dudes. ■

—Sid Sackson



## THE WORLD OF GAMES

**BY** JACK BOTERMANS, TONY BURRETT, PIETER VON DELFT, AND CARLA VAN SPLUNTEREN;  
**FACTS ON FILE**, 240 PP., HARDCOVER, \$29.95

With more than 200 full-color photos and illustrations, this coffee-table book is an extraordinarily attractive survey of some 150 games from around the world. Most are traditional games—from the ancient Egyptian Senat and Nine Men's Morris to outdoor activity games of the American Indians—but some puzzles, toys, and card games are included, too.

The book provides rules and historical data for the games, and instructions on how to make most of them yourself





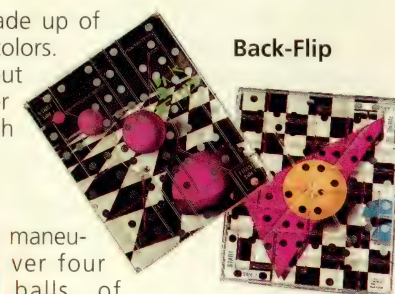
Metro and Subway

## ETCETERA ETCETERA ETCETERA ETCETERA ETCETERA

Three new puzzles by Binary Arts (703 Timber Branch Dr., Alexandria, VA 22302) will boggle your brain and tangle your fingers.

**Hex** (\$15 ppd.) begins as a hexagon made up of links bunched up into three areas of different colors. When you remove the outer band, it springs out into an unruly chain. The puzzle is to maneuver the links back into the original hexagon—with the colors properly separated, mind.

In **Metro** and **Subway** (\$15 each ppd.), the idea is to



Back-Flip

maneuver four balls of different colors into separate matching ends by manipulating them through tubes made of highly flexible plastic springs. You'll have no trouble with this if you have three hands.

The company's latest torture is **Back-Flip**, a truly maddening double-sided maze. You're supposed to get a little ball from

START on one side to FINISH on either side. To

do that, you have to maneuver the ball through a series of little holes that connect the maze's two sides. This means constantly flipping the whole thing over to see where the ball went, which always seems to send the ball rushing madly off in the wrong direction. ■

from readily obtainable materials. The same format was used in *Games of the World* (edited by Frederic V. Grunfeld; Rand McNally, 1975). Although the two books cover some of the same ground, there is surprisingly little overlap.

The book's researchers have done an outstanding job of digging up photos and old illustrations showing the games being played in their countries of origin. The historical information is not always reliable, however. The authors state, for instance, that the game of go was invented around 1000 A.D. Though its true age has not been definitely established, we know it was brought to Japan from China in the 8th century and had been played in China for centuries.

The game rules, too, contain errors

and omissions. The scoring rules for cribbage, for instance, omit "his nobs" but add an unorthodox rule giving three points to the nondealer at the start of play. The shogi section includes an absurd, made-up rule that a knight or lance that reaches the end of the board without promoting becomes a "dead" piece. In fact, the rules require it to promote so that it can move backward. Misspellings and misprints abound.

Still, the book's strengths outweigh its weaknesses. It can be recommended as a crafts book and as an introduction to many little-known games, including such excellent strategy games as salta, the abstract Icelandic battle game hnefatafl, and the complex mancala game mefuhva. ■ —R. Wayne Schmittberger

## PARTY GAME

### COMMOTION

COMPANY PARKER BROTHERS PRICE \$22

PLAYERS 2-6 ADULTS (BEST: 3-4) PLAYING TIME 30 MINUTES



In 25 seconds, can you name at least half a dozen things found in a school-room? How about types of jewelry?

Of course you can. Everybody can.

And that's the point of this new party game, where all that matters is how many things you can think of that everybody else has *not* thought of.

Each player takes a piece of paper, a different-color pencil, and a different category card (200 are provided). The timer is started, and the players write down as many items as they can in the category on their card. When the bell rings, everybody passes his card and list of items to the next player, and the race is on again.

Now you've got a problem. The category you're looking at has already been worked on by another player, who has listed all the obvious items. If you expect to score any points in that cate-



gory, you've got to come up with some less obvious items that your predecessor didn't think of.

When everyone has had a crack at every category, the scores are tallied. Each sheet of paper will now contain all the lists for a single category (as many lists as players). An item may appear once only in a category, so duplicates are crossed off. The items that remain each score one point for the player who was first to list it. You can tell who each list belongs to because everybody used different-color pencils.

If you liked Scattergories and Outburst, have a Commotion at your house. ■ —B.H.



# CONTEST RESULTS

FROM DECEMBER/JANUARY 1990

## PERFECT SQUARES

Years ago, after the *New York Times* returned from a six-month strike, the paper decided not to print the solution to its last crossword. No one, it was thought, would care about or even remember the puzzle after so long. However, readers did care. In fact, so many of them requested the solution that the *Times* eventually relented and printed it. Mindful of history, we hereby wrap up some of our unfinished business.

Nearly 1,200 people used square thinking to solve "Perfect Squares," a three-star puzzle-solving contest in the Pencilwise Plus section of *GAMES Deluxe*.

Contestants were asked to count the number of squares that each section of the grid below was part of. In the puzzle, each section contained a letter; the letters appearing in sections with totals making perfect squares (1, 4, 9, 16, etc.) could be rearranged to form a familiar word, which was the solution to the puzzle. The total for each section is indicated in the grid below. About 84% of the entries solved the puzzle and found the correct word: MOSAIC. The sections from which the correct letters came are shown in red.

The grand prize winner of \$100, chosen at random from among the correct entries, was Sharon Weiner, of Oceanside, New York. Runner-up prizes of *GAMES* T-shirts go to: Roland Anderson, Herndon, VA; James Drury, Ridgeway, Ontario; David Klur, Philadelphia, PA; Ned Lannamann, Riverside, CT; and Tim Sturm, Oakdale, PA.

—Peter Gordon

1	3			3		4	3
	3	5		7	8	7	3
2		8	8	10	10	10	
3	5	8		10	10	11	9
5	7	10		10	14		
3	5	11			8		7
		10		11	10		3
					9	8	8
3	5	4		5		4	
		3			3		2

FROM DECEMBER/JANUARY 1990

## WHAT CHRISTMAS HOLDS

The object was to find as many items as possible in the Christmas scene (at right) whose names could be spelled from the letters in the word CHRISTMAS. Each word had to be "a familiar term for something clearly seen in the picture." Thus, AIR, ACT, and MIRTH didn't count because they aren't visible, and TASS, for example, was disallowed because it isn't the familiar term for a drinking cup. Contestants were allowed up to 10 incorrect answers per entry without being disqualified.

We received nearly 3,800 entries, which kept the judging elves occupied for quite some time. In the end, they ruled the following 34 answers correct: AITCH (on the Christmas stocking), ARC (in the chain on the tree), ARCH, ARM, ART, ASH (under the fireplace logs), CAR, CART, CASH, CAST (*Oklahoma!*), CAT, CHAIR, CHAR (in the fireplace), CHASM, CHIT (the note on the table), HAIR, HAM, HAT, MARCH, MAST, MAT, MATCH, MATH, MISS (the girl), MIST, RAT, RIM (of the glass), SHIRT, SITAR, STAIR, STAR, TRAM (the train), TRASH, and TRIM (the decorations on the tree).

The five most frequently missed words were AITCH, ARC, CHAR, CHIT, and TRAM.

Some entries showed a "gift" of ingenuity. Joe Gross, of Acton, Massachusetts, submitted what he facetiously claimed was the longest list by writing his answers on a 3" x 191" strip of paper. (Nice try!) And Ann Michaele, of



Manchester, Pennsylvania, included all her answers in an original poem in the style of "Twas the Night Before Christmas." Whew!

Of all the entries, only 10 were totally correct. From these, the envelope of the grand prize winner, Jan Ackerson, of Three Oaks, Michigan, was selected at random. Jan will receive the long-delayed 15 pounds of hand-dipped chocolates. We hope the prize was worth the wait.

Runners-up, including one winner drawn at random from the group missing only one answer, were the following: Linda Perrone, Nyack, NY; Michael Nassir, Pasadena, CA; Lori Braderman, Pacific Grove, CA; David Tallman, Santa Fe, NM; Mr. & Mrs. F.E. Wineland, Tucson, AZ; Paula Arvedson, Pasadena, CA; H.J. Turner, Dallas, TX; Gerald A. Preis, Forest Hills, NY; C.W. Kahrs, Greensboro, NC; and Adelaide, Jensen, Bremerton, WA.

—Raymond Ecker

FROM FEBRUARY/MARCH 1990

## SIX-PACKS

The entries to this Pencilwise Plus contest were lost after the suspension of the magazine last spring. However, in case anyone is still wracking his or her brains over the puzzle, here are the answers:

1. Doc, Thumper, Pinocchio, Dumbo, Cinderella, Tinkerbell (Disney characters)
2. Löwenbräu, Budweiser, Miller, Coors, Heineken, Michelob (brands of beer)
3. Apple, orange, lime, lemon, kumquat, pear (fruits)
4. Poodle, beagle, collie, boxer, terrier, retriever (breeds of dogs)

er, retriever (breeds of dogs)

5. Earth, Saturn, Venus, Mars, Neptune, Pluto (planets)

6. Ukulele, tuba, oboe, banjo, kazoo, violin (musical instruments)

7. *Amadeus*, *Oliver!*, *Patton*, *Platoon*, *Gandhi*, *Gigi* (Oscar-winning movies)

8. Aries, Taurus, Aquarius, Pisces, Gemini, Leo (signs of the zodiac)

9. Ohio, Hawaii, Iowa, Idaho, Utah, Indiana (U.S. states)

10. Iodine, iron, xenon, argon, lead, uranium (chemical elements)

11. Isaiah, Exodus, Hosea, Obadiah, Ezekiel, Amos (books of the Bible)

12. Erato, Urania, Euterpe, Thalia, Calliope, Clio (Muses)

—Will Shortz



FROM FEBRUARY/MARCH 1990

## ARTFUL HEADLINES

### GAMES MAGAZINE CONTEST JUDGE DOES NOT UNDERSTAND ENGLISH!

As in the example above, the object of this contest was to write a hard-to-believe headline for a supermarket tabloid story, and then give it an entirely plausible explanation.

For example, the explanation for the above headline might begin: "I never could understand how to put a proper spin on a billiard ball," said frustrated GAMES editor Gloria Rosenthal.

And so the contest entries went: headline after headline offering bizarre, often sensational circumstances, only to be followed by anticlimactic conclusions. Many of you concluded that using names of towns would be fun, and it was. Some of the popular repeats: Hell, Paradise, Coffee, Climax, Intercourse, and others, real or imagined, to explain why someone was doing something to somebody, somewhere.

Many of you played with names of famous people that have other meanings as uncapitalized words. For example, Donald Trump did a lot of things to Maples, which always turned out to be a grove of trees he was hugging, knocking down, or destroying. Other recurring topics: Child (the chef), Bush (George or Barbara), and Mars (the candy company). Speaking of outer space, science fiction stories were very popular, but the Comets and Galaxies were automobiles, and the UFOs were earthbound organizations with the same initials. And oh yes ... Elvis is alive. Elvis Costello, that is.

We received more than 1,200 entries. The grand prize winner, Jason Wurtzel, of Cornell University in Ithaca, NY, will receive \$250 for this startling story:

### WOMAN GIVES BIRTH ONLY TWO HOURS AFTER TESTING NEGATIVE

Explanation: Amy Pierce, a freelance photographer from Vestal, NY, recently gave birth to a healthy baby girl. "I could hardly believe it," she said. "I was quietly working in my darkroom, and two hours later I'm in the hospital delivery room!"

Runners-up (in alphabetical order) will each receive a GAMES T-shirt.

### BLIND MAN TAKES JOB DRIVING A SCHOOL BUS!

To help out during the recent school bus drivers' strike, William Ace signed on to drive the morning bus routes. Mr. Ace is owner of the Ace Venetian Blind Company.

David Bahnemann  
White Bear Lake, MN

### PRINCE CHARLES TAKES BATH FOR THE FIRST TIME IN FIVE YEARS

Until yesterday Prince Charles's polo team had been unable to win the annual polo match in Bath, England. After four previous defeats, Charles was understandably proud.

Kathi Eickstadt  
Union, IL

### LOCAL FARMER SELLS 100 YEAR OLD HENS!

Asked why the young chickens had to be sold, farmer I.M. Broke replied, "I just can't afford to feed a hundred of 'em."

Diane Huard  
North Battleford, Saskatchewan

### MOTHER OF FOUR SELLS KIDS FOR DOG FOOD

A lady in Rhode Island said she could no longer afford to care for her four children and their pet dogs and goats. "One of them had to go, so we sold the baby goats to pay for food for the dogs."

Jack Spencer  
Middletown, RI

### TEEN FALLS DOWN WELL; RESURFACES IN CHINA ONE WEEK LATER

John Doe, who fell into a well near his Exton, PA home last week, recovered enough to participate in his class trip to Beijing. The class is involved in an international project to resurface city roads.

D.B. Wolfgang  
Exton, PA

—Gloria Rosenthal

# WHERE'S WALDO?

## Jigsaw Puzzles



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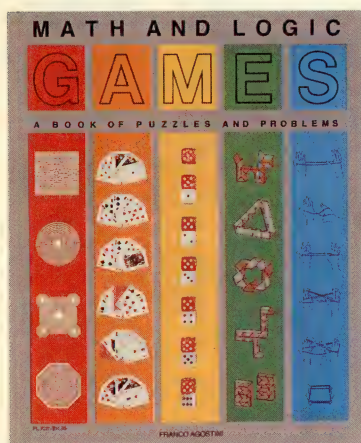


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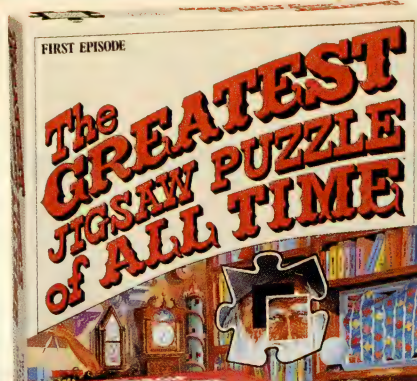
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## CHALLENGES

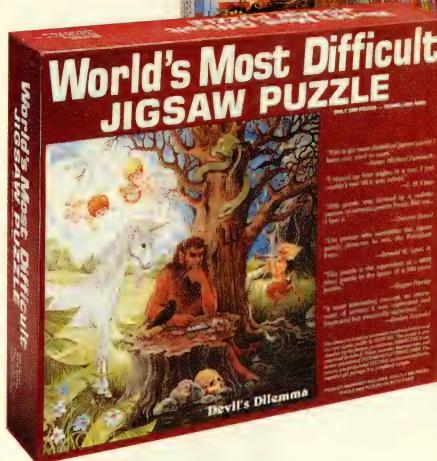
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**Set of two.** The Greatest and The Most Difficult. #04-V0641. \$19.95



**Free The Orb.** Test your powers of reason against the ancient Greeks who used this puzzle to measure mental agility. First, free the 6" orb without disconnecting any of the dowels. Then, try to put it back together. #07-V7021. \$16.95

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# WILD CARDS

edited by peter gordon

## WORDPLAY

### MARK MY WORDS

There is only one letter that can be added to each of the words below so that, when rearranged, they will form 14 five-letter words. Can you find the letter and determine the new words? Hint: The letter that is to be added does not appear in any of the four-letter words.

- |         |          |
|---------|----------|
| 1. ALLY | 8. PEEL  |
| 2. DIME | 9. PILE  |
| 3. GAIN | 10. ROBE |
| 4. IMAM | 11. THIS |
| 5. INTO | 12. TREE |
| 6. LUTE | 13. VINE |
| 7. NONE | 14. WADE |

—Charles Connolly

## TWISTS

### PROVERBIAL WISDOM

The following proverbs from around the world, taken from Charles Berlitz's *Native Tongues*, may seem unfamiliar at first—but read them again. Each one has an English language counterpart that expresses the same thought in a different way. What are our versions?

- When the boss is not around we know a lot of songs. (Greece)
- With too many rowers the ship will crash into a mountain. (Japan)
- Don't eat the sausages before you kill the pig. (Spain)
- Better an egg today than a chicken tomorrow. (Italy)
- There's no way to turn a buzzard into a hawk. (France)

—Margot Seides



## LOGIC

### LITTLE RED, RIDING HOOD

Little Red is the leader of a motorcycle gang headquartered at her Grandmother's house. Last week the Wolf broke in, tied up Grandma, and disguised himself in her clothes. A Concerned Citizen foiled the plot in the nick of time, whereupon the Wolf claimed to be a CIA agent. Statements were taken from all of the concerned parties, and each made the same number of false statements. Was the wolf an agent of the CIA?

## RED

Grandma has small eyes.  
My gang is noisier than it ought to be.  
My gang has never broken the law.

## GRANDMA

I have small eyes.  
The Wolf tied me up brutally.  
My teeth are smaller than average.

## CIA DIRECTOR

The Wolf is definitely not one of our agents.  
This operation was planned to be undercover.  
Red's gang has broken the law.

## CONCERNED CITIZEN

Grandma's teeth are extraordinarily large.  
The CIA Director has always obeyed the law.  
Red's gang is too noisy.

## WOLF

This operation was planned to be undercover.  
I tied the old lady up with utmost gentleness.  
The CIA Director has not always obeyed the law.  
I am an agent for the CIA.

—Roger Hufford

## TEASERS

### ADDRESS NUMBERS

Given the numbers paired with the first two American cities below, can you determine the corresponding number for the third?

WASHINGTON	6 0 0
BALTIMORE	1 5 0 0
DETROIT	?

—Arnold Grinvalds

## NUMBER PLAY

### PEACE ON EARTH

In this cryptarithm, each letter in the addition represents a different digit. How quickly can you complete the sum?

This puzzle was presented at the 7th International Crossword Marathon in Yugoslavia last May. The first three people to solve it were Marek Pietruszewski, of Poland; Jaime Poniachik, of Argentina; and Trip Payne, of the USA.

$$\begin{array}{r}
 P E A C E \\
 + P E A C E \\
 \hline
 E A R T H
 \end{array}$$

—Nob Yoshigahara



Hooked on video games?

# WE'RE HERE TO HELP



At the Mar Rio Institute, we don't believe in "cold turkey" style treatments for curing video game addiction. Rather, we encourage positive discussion of the lessons we can gain from playing video games, and how to apply these lessons to our everyday lives.

Think about it: Are video games an existential meditation on the futility of postmodern society—or do they teach us how to overcome seemingly insurmountable obstacles in order to earn the priceless reward of an "extra life"?

*Video games are so much more than "fun"—they are a mirror of our souls. Join us in this adventure of love and learning—  
an adventure called life!*

MAR RIO INSTITUTE  
DESERT HOT SPRINGS, CA 92240  
Milton Block, Ph.D., Director

Mar Rio Institute is a not-for-profit, non-codependent subsidiary of CorpCo Industries, Ltd.

## ... WILD CARDS ...

### LADDERGRAM

#### BLOOD FROM A STONE

How many steps does it take to turn the word BLOOD into STONE by changing one letter at a time? Each step must form a common, uncapitalized English word. No scrambling of letters is necessary. We made the switch in 10 steps. How about you?

—Albert Bender

### IN OTHER WORDS

#### TAGALOG 101

You don't need to know Tagalog to take this test—just some verbal imagination. Match the 15 Tagalog words (1-15) with their English translations (a-o), and see if you aren't surprised at just how much Tagalog you know.

1. *adyos*
2. *biskuwit*
3. *brilyante*
4. *eroplano*
5. *kamiseta*
6. *klima*
7. *kolgeit*
8. *kusina*
9. *kuwarto*
10. *lumilintik*
11. *sine*
12. *sorbetes*
13. *tabako*
14. *tinta*
15. *yodo*

- a. airplane
- b. cigar
- c. cookie
- d. diamond
- e. farewell
- f. ice cream
- g. ink
- h. iodine
- i. kitchen
- j. lightning flash
- k. movie
- l. room
- m. toothpaste
- n. undershirt
- o. weather

—Ruth Freedman

### FOR THE RECORD

#### WHAT'S IN A NAME?

What do these 10 book and play titles have in common?

- At Heaven's Gate*  
by Robert Penn Warren
- Bell, Book and Candle*  
by John Van Druten
- Brave New World*  
by Aldous Huxley
- By the Pricking of My Thumbs*  
by Agatha Christie
- Cakes and Ale*  
by W. Somerset Maugham
- The Dogs of War*  
by Frederick Forsyth
- Not So Deep as a Well*  
by Dorothy Parker
- Rain from Heaven*  
by S.N. Behrmann
- Something Wicked This Way Comes*  
by Ray Bradbury
- The Winter of Our Discontent*  
by John Steinbeck

—Richard Lederer

### TRIVIA

#### CAST YOUR VOTE

Thanks to the U.S. Postal Service, it's hard to forget the faces of the U.S. Presidents—but how much do you know about their names?

1. Four surnames have been shared by four pairs of Presidents. John and John Quincy shared Adams, and Franklin D. and Teddy shared Roosevelt. Can you name the other two names and four Presidents?
2. Six Presidents were named "James": Madison, Monroe, Carter, and who else?
3. We've had three Williams in the White House (Harrison, McKinley, and Taft) and four Johns (Adams, Tyler, Quincy Adams, and Kennedy). What other three first names have been held by more than one President?
4. And for extra credit, what Presidential surname is the middle name of another President?

—Fred Piscop



# Create A Game... WIN A TRIP TO France!

## THE CHALLENGE:

Create the "Official" rules for 3 player, 4 player, or 6 player **abalone**.

## THE PRIZES:

- Expense paid trips to France for the winners in each of the three categories.
- Dinner and "Creative" Session with the inventors of **abalone**.
- Creators names will be credited in all packaging and rules for each multiplayer game.

## THE REASON:

**abalone** players around the world are calling out for "Official" multiplayer rules (as of now, we only offer recommended variations of play), so we are in a search for the best possible games.

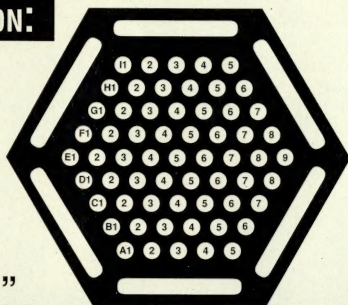
## THE WAY:

Simply create the most entertaining/challenging ways for 3, 4, or 6 people to play on an **abalone** Board.

## THE ONLY RESTRICTION:

In the Rules; One Idea Must Remain:  
More Marbles can Push Less Marbles

"USE THIS GRID TO ASSIST  
IN RULE EXPLANATION."



## How:

1) Use your existing **abalone** Board with additional player **abalone** marbles (available at your local game store, or from the Abalone Games Corporation 1-800-666-5040)

or:

2) Send a self-addressed stamped envelope to:  
N.A.F.A.

211 W. 56th #35H

NY, NY 10019

To Receive: **abalone** Two Player Rules, and information on game.

### Official ABALONE Contest Rules - No Purchase Necessary

#### The Rules:

Enter the ABALONE 3, 4, and 6 player rules contest by submitting your original rules to: North American Federation of ABALONE, 211 West 56th #35H, NY, NY 10019. Mail your entry postmarked by December 31, 1991. Only ONE entry per set of rules. Rules become the property of N.A.F.A. - No Rules returned.

#### The Judging:

Rule Entries will be judged on the following criteria:

- 1- Originality
- 2- Creativity
- 3- Playability
- 4- Clarity of Rules

Winners will be selected on or around March 1, 1992 by an independent judging panel whose decisions are final. In the event of a tie, the final decision will be determined by the earliest postmark received. The winners will be notified by mail on or around April 1, 1992. The odds of winning will depend upon the total number of qualifying entries received.

A Total of 9 prizes will be awarded, totaling \$18,900

- 3 Grand Prize winners: \$5,000 Value Each (See above)
- 3 Second Place Prizes: \$1,000 Value Each (Giant Abalone Board)
- 3 Third Place Prizes: \$300 Value Each (Deluxe Abalone Board)

Limit one prize per family/household. No substitution or transfer of prize permitted. Winners must sign and return an affidavit of rules originality and Affidavit of Eligibility/Release of Liability/Prize Acceptance Form by May 31, 1992 to comply with the terms and conditions of the awards. Noncompliance within this time period or return of prize/prize notification as undeliverable will result in disqualification. Contest sponsor has the right to publish or advertise the rules, its name or title and the name of the contestant without additional compensation. Sponsor has the right to modify rules or title.

The rule contest is open to U.S. residents who, as of March 1, 1991, are 18 years or older. Employees of ABALONE Game Corp., its affiliates, subsidiaries and families of each are not eligible. Void in Puerto Rico and where prohibited by law. All federal, state and local laws and regulations apply. ALL FEDERAL, STATE AND LOCAL TAXES ARE THE RESPONSIBILITY OF WINNERS.

For the names of winners, available after May 21, 1992, send a separate, stamped, self-addressed envelope to:

N.A.F.A.  
211 W. 56th #35H  
NY, NY 10019

# Create The Newest "GAME OF THE YEAR" WITH **abalone** Marble Packs!



Introducing  
Marble packs for 3, 4, & 6 player variations.

Marble packs are available at Game & Specialty stores for approximately \$9.<sup>00</sup>

Backed by popular demand, Abalone Games Corporation has announced the latest addition to the **abalone** family.



Please call 1-800-666-5040 for more information on where to buy them in your area.





- Itsy Bitsy Spider has spun this web and caught a whole lot of disgusting but quite yummy bugs. One day he sees that a lady spider has entered his web. I.B. decides to visit the lady spider and ask her out for dinner.

- I.B. has a problem, though. He can only travel around his web according to a certain system. Each move must be in a straight line and must travel over exactly two bugs and end at the third. (Despite intensive studies by scientists, exactly why this breed of spiders moves in this way is still unknown.)

- I.B. begins at the upper left. From there his first move will take him to the bug marked Bug A. He is now at an intersection

# web

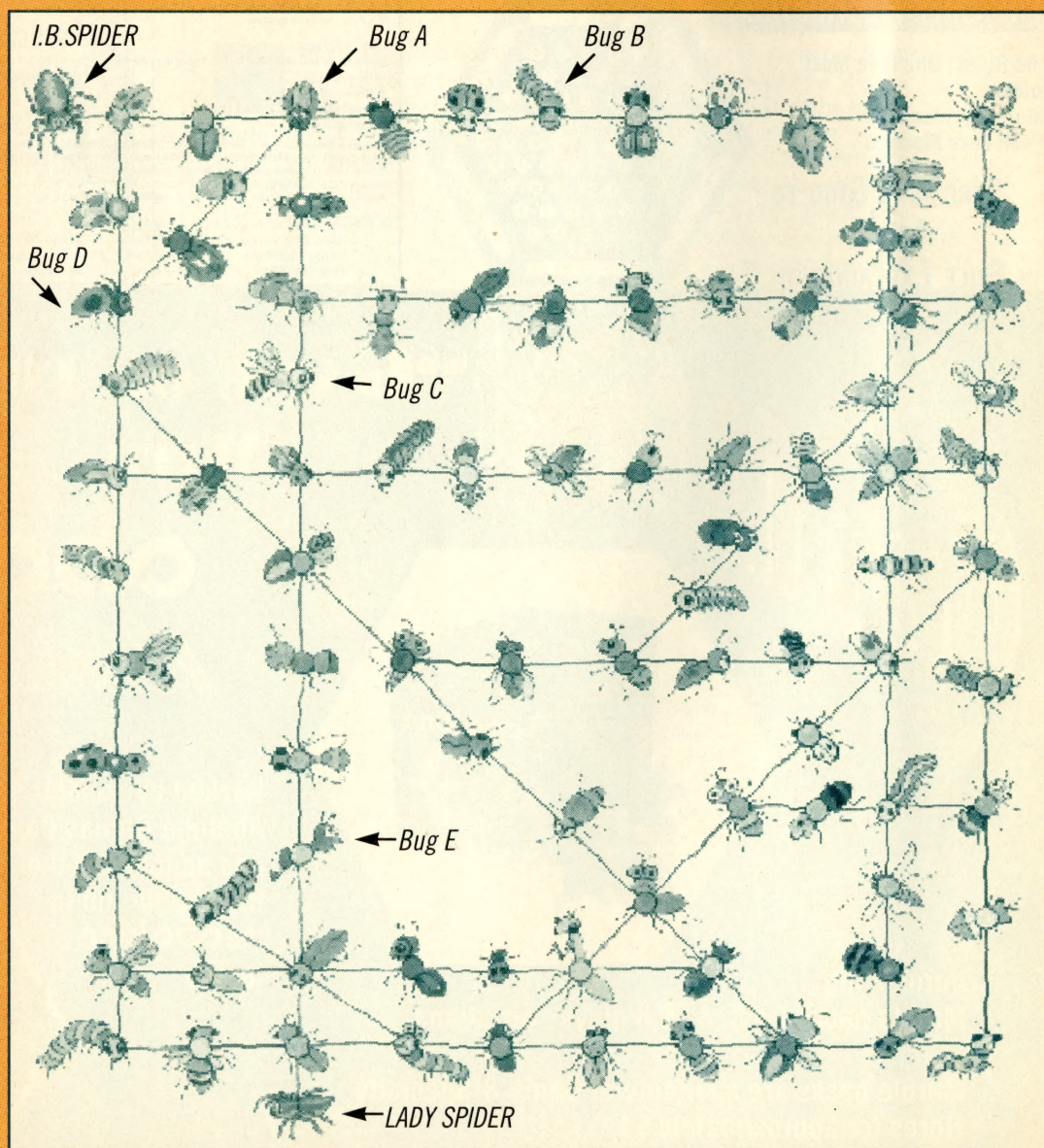
by Robert Abbott

and his next move could take him forward to Bug B, or he could go south to Bug C, or he could move southwest to Bug D.

- The lady spider is at the bottom of the web. I.B. must reach her at the end of a move; therefore, he must somehow find his way to Bug E, which is the third bug away from the lady spider.

- How can I.B. Spider reach his goal? ANSWER, PAGE 40

# spider's





IF YOU COULD  
TAKE YOUR  
TV PICTURE,  
PUT IT ANYWHERE  
YOU WANT,  
ANY SIZE,  
ON ANY WALL,



YOU'D DISCOVER  
THE MIRACLE  
OF LIQUID CRYSTAL  
ENTERTAINMENT.  
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SharpVision. The amazing experience of big-screen entertainment that's designed especially for your home.

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audio system, and you have easily created a true home theatre.



MODEL  
SHOWN:  
XV-100

But unlike all those big-screen TVs, there's no bulky cabinet to contend with. No delicate picture adjustments

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# HOW TO CHANGE YOUR HONEY INTO MONEY, YOUR NAME INTO FAME.



## UPWORDS

### THE 3-DIMENSIONAL WORD GAME

Upwords is the challenging word game that lets you make words across and down—and change words by stacking letters. With Upwords you can build

higher and higher for bigger and bigger scores. For those who love word games, nothing else stacks up to Upwords. It's an extra dimension in fun! Play Upwords – the 3-dimensional word game from Milton Bradley.

